

LEPANTO 4-EVER



This is issue #59 (98.02, February/March 1998) of *Lepanto 4-ever* which on average has been published about once every 57th day since its first issue in August 89, although I am trying to get an issue published about once every 5th or 6th week.

The editorial address is Per Westling, Östanv.10, S-61135 Nyköping, Sweden. If you need to phone, best is to use my home phone (which should have some answering service if not at home or if surfing...) but for orders I do prefer receiving them by mail or by e-mail if you send them to L4E@algonet.se

Normal issue: Cost 16 SEK or 1.40 UK pounds (including postage anywhere in the world).

Freebies (for a published article, used standby orders and/or wins in some games) are worth at least SEK 16 (£1.4) to your subscription account or to cover game fees if you are a trader.

The best way to pay within Sweden is to send cash, or use my "Postgiro" which is 630912-5513

Waiting lists:

If no details appear by a list these can be found in a previous issue. Underlined names: preference list on file.

Open for anyone

1. **Black British Press Winter 1900 Real Gunboat Diplomacy** [GM PW]: Another game of this variant, or if you prefer any other version let me know. Waiting: Genghis Khan, The Unicorn, + one more.
2. **Diplomacy** [GM PW]: Lack of interest, so I will close this for now.
3. **Railway Rivals** [GM PW]: Game start on the Argentina map! (See *Watership Down*.) Players: Michael Pargman, Berry Renken, Pitt Crandlemeire, Christian Bien and Andrew York. Anyone interested in another game and if so oo what map?
4. **Energy** [GM Björn W]. Rules in #56. See *BatB* in this issue. Probably starts next issue.
5. **Capitalist Diplomacy** [GM PW]. One game just started, but if there is interest I might start another one. Waiting: one.
6. **World Cup 1998** [GM PW?]. Read more in the Editorial.

Running — Open to join

1. **Rocky II** (By Popular Demand): Is running. Anyone can join at any time.
2. **Metropolis (Fictionary Dictionary)**: Is running. Anyone can join at any time.
3. **Name that tune** [GM Björn W]: Is running in Björn's subzeen but anyone can join by sending orders to Björn or to myself.
4. **Bonus competitions**: Look in Andy's *WAT* words, and in Björn's *BatB*.

Deadline for #60 is Thursday 9 April 1998.

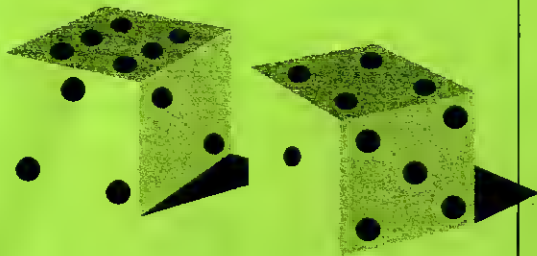
Your credit: ((Look on the envelope))

(If negative you will probably not get next issue)

5. **The Banquette of Borgia** [GM PW]. Rules appeared in #51. Just send in a family name and one or more first names.

Standbys needed

As always standbys are handy. Let me know if you are interested. See *The Hidden* and *The Untouchables*.



Withering bytes

Some time ago I tried to get EuroCup 96 going, but the lack of interest made this attempt fail. Question is if I should try for World Cup 1998, which runs according to similar rules. As it would probably take to long to start up using the regular zeen I am considering running this game on the L4E web-pages; how about that? With deadline every 2, 3 or 4 weeks? Or maybe even as an e-mail game? Of course, if anyone else would like to run the game, feel free to offer your services.

The rules can be found later this issue. I have stolen borrowed them from *The Sprouts of Wraith* which might be known as son of ALOS as it in style partly reminds of the recently folded ALOS, including taking over most of the games from that zeen. Kind of chaotic but with lots of amusing material. For just £1 for a chunk of 64 pages it is a real bargain.

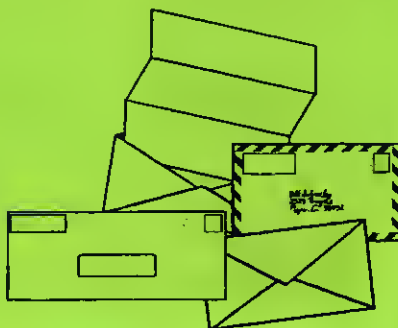
Anyway, as I expect 32 entries being far out, I will instead give you all a chance of having 2

Where to find the Games?

- Ben-Hur (Round 8)..... 30
 - El Gordo 98 26
 - The Hidden (Spring 1902) *..... 28
 - James Joyce's Women (Not Round 12) 27
 - Last Emperor (Round 12) 28
 - Metropolis (Round 5) 20
 - Never Ending Story (Round 4) 27
 - Princess' Bride (Round 4) 27
 - Quiet Earth (Spring 1901)..... 22
 - Rocky II (Round 7)..... 19
 - Star Trek: The Cage (Last round) 21
 - Untouchables (Not Round 3) 24
 - The Virgin Spring (Year 1416) 23
 - Watership Down (Pre-game start)..... 21
- (* = Needs standbys)

teams each. Otherwise the rules for "16. Game start" applies.

Latest news is that Borger Borgersen's *The Backstabber* will end being a postal zeen and instead just be published by e-mail. You can reach Borger at: borgerb@oslo.mail.tclia.com



Kåre Per

Rocky II

Lars Berglund: "Terrorism was hard, because IRA works in Eire, Northern Ireland and England/Great Britain!"

((True, but I grouped similar answers together so any of the above would have done fine.))

El Gordo

Lars Berglund: "Serie A looks interesting but Juventus have done very well and maybe they'll beat Inter."

((I don't think Inter will have much of a chance of winning. Maybe the biggest threat to Juventus is Lazio? They've been very strong recently.))

Movies

Björn Westling: "Do you possess any information about the movie *Wavelength*? I want to know as Tangerine Dream did the soundtrack, and I have never heard about the movie, let alone watched it."

((According to my references it seems to be an SF film from 1983 directed by Mike Gray.

Something about innocent visitors from outer space being used as guinea pigs by the evil government. It gets good reviews (4 out of 5.)

Speaking of sound tracks, I just realized that the former TD member Christopher Franke has made the soundtrack to *Babylon 5*!))

"Several other TD-scored movies I've seen, and they have been good. Most notably *Flashpoint*, *Shy People*, *Near Dark* and *Miracle Mile*."

((I've seen the two latter, and they were both good movies. Not exceptional, but good.))

"Do you also know anything about *Red Heat*? (And I'm not referring to the Arnold movie you might be thinking of?"

((Nah, would I? Well, there is another which can be described as "Linda Blair goes to Germany, is mistaken for a spy and sentenced to prison." Does not seem to be a movie worth your time as it only gets 2 out of 5 and is described as "lurid and excessively violent".))

Mamma Mu Mosar Motståndet!

PollPrat #12, 7 januari 1998

Så vart det då tronväxling i och med att *Mu* återerövrade postspelsfansintronen från sin kronprins, *Avalonia*. Lite mer kommentarer strax, men först resultatet:

Pl.	±	Fansin	Totalt	Snitt	Utseende	Läsvärde	Spelvärde	Röster
1	+1	Mu	21,9	7,27	1	1	-	15 (+3)
2	+1	Lepanto 4-ever	18,9	6,86	5	2	3	14 (+6)
3	-2	Avalonia	17,5	6,87	4	5	2	15 (+2)
4	Ny!	web-Aniara	9,9	4,60	-	-	-	5 (+5)
5	0	Milou	9,7	5,69	3	3	4	13 (+5)
6	-2	Red Dwarf	8,9	6,27	2	4	1	11 (0)

Totalt: Relativt klar seger för *Mu*, dessutom med högsta snittet bland sina röstare. *Lepanto 4-ever* och *Avalonia* är sedan i en andra grupp medan resterande tre kommer en bit efter.

Utseende: Mycket klar seger för *Mu*, återigen med högsta snittet. Mellan de övriga fyra fansinen var loppet mycket jämnt.

Läsvärde: *Mu*, vad annars? Lite ojämnare bland övriga fyra än utseende.

Spelvärde: 1 och med att *Mu* inte kvalade in i denna gren vann *Red Dwarf* en jämn strid som avgjordes av snitten, och då drog *Red Dwarf* längsta sträcket med sina tre 10-poängare.

1 år röstade 26 personer, en uppgång med 10 från 1996 års fansinpoll. Av dessa kom nästan hälften via internet, vilket får betecknas som en bra siffra.

Med förhoppning om ett intressant 1998!

World Zine Poll 1998

The so called "World Zine Poll" is an irregular feature that was originally invented by Mark Nelson, and the previous installation appeared in L4#47 (September 1996).

The basic idea behind the "poll" is not to try to rank zcens, but instead give pointers at good fanzines. Several major fanzinereaders are invited to give lists of their favourites, using whatever criteria they wish.

This time Brent McKee (Canada) and Brad Martin (Australia) sent in their lists.

Brent McKee

Since I can't find the letter that you sent asking for my choices at the moment, I'll simply position zines in a very rough order. In most cases this is really unfair since several of the zines I see that I consider suitable for inclusion are equally good. My criteria for a good international zine is primarily that it have something of interest for someone who is unlikely to ever play in the games. Although with the prevalence of the Internet amongst players this is not as major a problem. Secondly they need to be in English since that is the only language I'm fluent enough to read anything beyond a sign or a menu in.

1. *Western Front* (Australia): Perhaps the best gaming zine anywhere. Has the advantages of running a variety of games and of having considerable writing from its articulate editor. There are lessons to be learned from this zine even if he uses too many fonts.
2. *Greatest Hits* (England): Not a Diplomacy zine per se, but traditionally tied to the hobby because the editor was a major figure in the '70s hobby. If the American TV series "Seinfeld" is a show about nothing, I would tend to categorize this as a zine about nothing, but an interesting nothing because Peter Birks is an interesting kind of guy.
3. *Costaguana* (USA): My admiration of Conrad von Metzke knows no bounds. He is a funny and often thought provoking writer and one of the true treasures of the hobby. He constantly says he's running down to a fold, but always seems to take on just one more game. He does it well.
4. *Spring Offensive* (England): This is a Diplomacy only zine, and tends to focus the

writing one the game as well. It is worthwhile getting for the articles and the variants as Stephen Agar has a vast store of archival material to draw from and puts it together well.

5. *Crossing the Rubicon* (USA): A small step down from the last three. The biggest feature in Jamie's zine is a very large letter column, supplemented with a number of subzines the editors of which also provide some interesting reading. There are a number of games, but mainly Diplomacy and Scrabble.
6. *Lepanto 4-Ever* (Sweden): L4E was the first zine from outside North America that I ever got. I paid cash money for it so you know I must have liked it. The zine has changed considerably over the years, with the writing becoming more focussed on cons and other hobby activities. Right now the main place where I see Larry Peery's material. I did enjoy the articles a couple of issues ago on the trip to Britain.
7. *One Man's Rubbish* (England): OMR is rather games heavy now, with less writing than there has been on strategy and tactics. I do like Stretchy's convention reports though. Best thing in many ways is the intensely verbose Chris Dickson's subzine G.I.T. It's no wonder he can't get a job in Television... he's too creative.

Brad Martin

1. *For Whom The Die Rolls* (Keith Thomasson) – an excellent PBM games zine. A great variety of games are played by Keith specializes in 18xx. Railway Rivals + Buss Boss.
2. *Blut und Eisen* (Tom Butcher) – the multiplayer PBM organ of AHIKS.
3. *Full Steam Ahead* (Conrad von Metzke) – an email zine devoted to Railway Rivals.
4. *Costaguana* (Conrad von Metzke) – a unique sense of humour.
5. *and then there were six* (Tim Lurz) – a fascinating exploration of the warped mind of the Taiwan based Tim Lurz.
6. *Making Love in a Canoe* (Brent McKee) – an insight to life in Canada.

7. *Graustark* (John Boardman) – left wing gamers view of U.S.A.
8. *Spring Offensive* (Stephen Agar) – a purist British dip zine but good hobby history and dip strategy articles.
9. *Greatest Hits* (Pete Birks) – a sort of 'stream of consciousness' zine – Pete Birks's life and times. Gone down hill a bit since Pete has added a subzine which actually runs a game!
10. *Bluesmobile* (Berry Renken) – an email dip and variants zine, run by a very erudite Netherlander.

Per Westling

12. The 1997 UK Poll winner was two fanzines, *ALOS* (Vick Hall, UK) and *SNOT* (James Hardy, UK). The former won the general poll and the latter the Diplomacy poll. *ALOS* thereupon folded into *Sprouts of Wrath* (Mark Wightman, UK) which might become the major fanzine in the UK hobby. *SNOT* still has its very special letter column.
11. *Diplomacy World* (Doug Kent, USA) is one of the two major serious Diplomacy fanzines, highly recommended if you want to read about Strategy & Tactics. Have lately had problems of getting material but the waiting is worthwhile.
10. *Spring Offensive* (Stephen Agar, UK) is the other major source for serious Diplomacy players. Has gone through a major transformation to a simpler production, but always contains good material. Stephen Agar has also access to a huge source of material as a keeper of the fanzine archive. Although it still appears as a postal fanzine its dual life as a webzine is quite apparent.
9. *Bluesmobile* (Berry Renken, Netherlands) is the only e-mail fanzine on this list. A good place for "simple" games as BPD, as well as an excellent forum for serious discussion of various topics, guided in a special Q&A format.
8. *MALLOP* (Brent McKee, Canada) is another serious fanzine, a pure Diplomacy fanzine with a special focus on Canada, especially concerning historical matters around The Great War. Especially naval matters. Previously had problem with its reproduction but a new printer seem to have made the zine more readable.
7. *OMR* (Mark Stretch, UK) is the thickest fanzine on this list, with all kinds of games played, mainly RR and Diplomacy. Is also supported by a couple of prolific subzines. The editor is one of the few to run a Bridge article once in a while, a plus in my book.
6. *Costaguana* (Conrad von Metzke, USA) – Conrad is one of the best writers in the hobby, always surprising.
5. *The Diplomat* (Thomas Franke, Germany, english) is another serious fanzine. A good place to play standard Diplomacy (and a variant or two) as well as reading a very international letter column discussing international politics and Thomas' writing about ancient history.
4. *Freaky Fungus* (Toby Harris, UK) is maybe what I would liked L4E to have become, i.e. the focal point of the European crowd going to international Diplomacy conventions. The zine is a good reflection of the personality of the editor, and tries hard to bridge the distance between the hobbies of UK, France and Scandinavia.
3. *Mu* (Björn von Knorring, Sweden, swedish) is the Swedish national version of Freak Fungus, with lots of material of conventions as well as some Strategy & Tactics, often done in a humorous way. Here you can find Johannes Nesser which is (together with almost non-existent Dan Hörning and Torbjörn Ström) is the best writer in the Swedish hobby. Two special things about this zine: It is a bit irregular and it runs no games at all.
2. *Greatest Hits* (Pete Birks, UK) is another zine without any games. But instead Pete writes about anything, not necessarily hobby related. Has some hobby historic content but Pete is very much up to date. Pete is one of the best writers in the hobby.
1. *Western Front* (Brad Martin, Australia) once more tops my list. The zine continues to combine articles about *The Real Diplomats*, i.e. the diplomats in the seven powers of Europe before WWI. Similar to *MALLOP* WF often runs articles with an Australian touch, in WF's case it is about Australians at war. WF has recently increased the reader input, something I think has improved an already excellent production.

The game part is mainly concentrated towards the Board Game variety, giving you the option of playing games like *Empires of the Middle Ages*, *1830*, *Maharaja*, *Britannia*, *Pax Britannia*, *Kremlin*, *Excalibur*, *Axis & Allies*, *History of the World*, *Republic of Rome* and *Empires in Arms*, but of course also *Railway Rivals* and *Diplomacy*.

The major game for my part in WF is *En Garde!* excellently run by Bill Brown.

BEAUTY AND THE BEAST #8

I bid you welcome to the second BatB of this year. I am already looking forward to the EuroDipCon with glee. I have already booked tickets to London. I will arrive at Heathrow around half past twelve on Wednesday the 18th of March, and will leave from Gatwick around 6.30 p.m. on Tuesday the 24th of March, unless my ticket is rebooked as it was last year. This time I will look for the first part of the Hitch-hikers guide to the Galaxy on video. Hopefully I can find it in London.

Normally I buy my movies in Gothenburg at the marvellous store *Melody Line*, almost a must when visiting Gothenburg. Some time ago I went there and was looking for an obscure B-movie containing some Sci-Fi and some nude women as well as being quite cheap. I found *Graveyard Tramps*, a very bad movie, with lousy F/X and bad actors, exactly what I was looking for! However, the thing that enjoyed me the most was the fact that the actor playing the Chief of Police actually looked a lot like the infamous porno star Ron Jeremy. Very funny, indeed!

A Swe - Kie, C by F Bal

Last time I wrote a little bit about the trip to Kiel. This time it's time for some more about the trip.

Actually, this was my third trip in about 18 months. The first trip together with my friend Landers I got for gratis from my work due to our selling of Bingo Lotto material. That trip involved sitting at a Pizza hut for about two hours, because none of us knew any German, and thus didn't know how to call the waitress, so we could pay the bill and leave. As we had very little money on the return trip we watched the movie Apollo 13 at the boat, as those two hours would be much cheaper than two hours at the night-club.

As a result of the first trip I got an offer to go to Kiel with up to seven other people for almost nothing. Therefore I went there with Monika, her good friend Kirsi, Kirsi's four-year-old daughter Nathalie, and three more people I know. The most interesting thing that happened was that we decided to go for breakfast in Kiel on a Sunday morning. Finally we found a place where we had breakfast. When we should pay the bill we discovered that the cost of the breakfast was 22.80 D-Marks! (*A bit expensive, don't you think?*) Luckily, Nathalie could eat for free (otherwise we had been ruined...)

This time it was Christer, who got the cheap trip and he invited myself, Monika and Irene. During the trip to Gothenburg I started to read *The Dice Man* by Luke Rhinehart, a very interesting novel, although some sections are a bit pornographic. Not a book I would show to my mum. After visiting the wonderful smorgasbord and the Tax-free store, Christer went to play at a slot machine. The man next to him suddenly won a Jackpot, but couldn't cash in any money. Christer explained in German that he had to go to the information to get his winnings, and the man turned to another man nearby and said: "*Mein Schatz...*" to Christer's surprise. There we first noticed that several of the travellers were gay. Maybe they had been visiting some Gay Convention in Sweden. No big deal, anyway, as nobody tried to pick anyone of us up. During the night in the night-club Christer turned out to be one of the 5 % who enjoys drinking Bloody Mary. I lost count of the number he drank during the trip. Myself I tried several of the drinks that were offered in the bar, and really liked *Parrot*, a drink containing Pernod, Grenadine and Orange juice (yummy!). Otherwise we engaged in a lot of dancing, and the music gave us summer feelings. *Bailando* (Paradisio), *Samba de Janeiro* (Bellini), *Ecuador* (Sash!) and *Maria* (Ricky Martin) really gives a feeling of summer to you.

When we arrived at Kiel, Monika had stated that she would buy new shoes, Irene was talking of buying a new sweater and I wanted to visit the record-store World of Music. After visiting half a dozen shoe stores, which are innumerable in Kiel, Christer started complaining and whined "I ought to chain Monika at a shoe store, Irene at a boutique and Björn at a record store, so that I can go buy some beer and stop hearing you talking about your shopping plans!" He bought at last three things: Beer, more beer and even more beer as he and Irene's boyfriend wants to try every kind of beer in the world (except maybe *Weissbier*). One of the types he bought was Mexican Chilli Beer, which actually contained a Chilli fruit (Yuk!). I bought some interesting bottles but failed to notice that one of the beers (*Guillotine*) had 9.6 % alcohol. (It was not easy to drink). Right after leaving the ship we stopped at an optician, who never will establish himself in Sweden. If you are Swedish you know why, as the firm is called *Ruhke Optik*! (Very amusing...)

After having dinner at *Löwenbrän*, excellent but with extremely large steaks, we returned to the boat fully loaded (with things we had bought) and after a siesta, we decided to watch *Air Force One* on the ship's cinema. After a short stay in the night-club we went to sleep and then returned home.

(PS If you are curious I can mention that the optician's problem is like the problem offered to a Russian with the name Jerkof, who would like to establish a firm in the UK.)

At the silver screen

Air Force One was good, although a little bit much of 'God Bless America'. Gary Oldman was a very good and sinister villain, as usual. *Starship Troopers* was OK, but for some reason I wasn't excited by the movie, although good F/X and an interesting ending. Maybe I was looking too much at the extremely pretty girl playing Carmen,

and did not pay enough attention at the rest of the movie.

I haven't actually had neither time nor money to watch *Titanic* yet, but hopefully I can get it all together shortly

"Music is a world within itself..."

I am awaiting the new Madonna album eagerly, and by the time you read this I will have bought it. The single *Frozen* was good, and I will write a review of the album next ish.

After my moving to the new apartment I can no longer watch cable TV. It's a pity as I normally watched *Married with Children* every day as two channels (TV 3 and Z-TV) ran the sitcom. I will also miss MTV, although sometimes this can be good, as I used to follow *Hit List UK*, but had the misfortune of hearing the most appalling song ever to top the British chart. I am of course referring to the dreadful "*The Teletubbies say eh-oh*" by The Teletubbies! (*Anyone disagreeing? No, I thought so...*) If you haven't heard it, lucky bastard!

Maybe somebody's got the feeling that I don't like Swedish music as I haven't mentioned any Swedish albums or singles in my top tens. Well, I rarely buy Swedish albums (for no particular reason) but I really like a lot of Swedish music. For instance: *Kent*, *Magnus Uggla*, *bob hund*, *Jumper*, *di Leva* and I'm a big fan of *ABBA*'s.

Jumper might be a surprising name, but it's mostly thanks to their song *Tapetklister* (the stuff you use to put up wall-paper on the wall), as the lyrics were on the spot with my feelings at the time. Another interesting Swedish band is *Philemon Arthur & The Dmg*, an anonymous cult-group from the early seventies, who recorded their material in the kitchen. One of their "songs" is called "*The cat is purring*", and this tells the whole story. Very amusing, indeed!

"You should never mess with another man's automobile!" (almost from *"Pulp Fiction"*)

During the fall, when my mother was giving me a lift to the Bridge club, the car suddenly stopped dead. Right there, I suddenly discovered that the engine had caught fire. Although an Ambulance, who was on its way to a petrol station stopped and its driver started to put out the fire, it was too late, and the car could not be rescued, forcing my mother to borrow money for a new car

Three days later Monika drove me home from work, and at *exactly* the same spot where my mother's car had seen its last days, Monika's car's engine started to get overheated. When she stopped to let me out I noticed smoke from the engine, but luckily it was just steam. The radiator had got a leak, but it could be repaired. About two weeks later I was playing Bridge in Aplared, a small village, some ten miles from Borås. As I don't have a licence (yet) I got a lift by a bus driver, who drove several people from Borås to Aplared in his twenty year old *Checker*. Upon returning to Borås we suddenly heard a bang and discovered that the car had got a flat tyre.

I started to think that I am emitting some anti-car vibes...

Convention scenarios I remember fondly

If you want to see how the role playing competitions are in Sweden this is the part for you I will write about some of the scenarios I remember best, either because the idea was so refreshing, or because we played so well.

Part 1:

I "Jasmine and Yvonne"

Game-system: Call of Cthulhu

Convention: GothCon 93

The plot: Sweden in the fifties. Several young women in a small village have recently given birth to weird monstrosities, resembling green chunks of flesh. Someone collects these things for some arcane reason.

Characters: The group consisted of three women, an African gentleman and one transvestite

This was the first scenario in which we really acted out everything, therefore most of the playing time was spent shopping in Stockholm. Only ten minutes before the six hours were up did we discover what I mentioned in the plot. The scenario stays in my memory as the one playing the African sported a black stocking over his face in order to look black, but this was a far cry from Andreas' idea. He was playing the transvestite and dressed as a woman, complete with fake nails, eyelashes and make up, although he regretted that when he had to go to the lavatory.

II "The end of the tour"

Game-system: Kult

Convention: LinCon 95

The plot: An ex-cop, turned hit-man, is on a mission to kill a video-store owner who might tell the police a thing or two about a gangster boss.

Characters: The hit-man finds himself accompanied by two demons and a radio DJ, who has been transformed into a trans-dimensional being.

The demons had to force the hit-man to collect some souls for them. The DJ was transformed in order to guide the hit-man to an angel, but instead he just wanted to smoke grass, talk a lot of bullshit and play music. (A lovely role, I enjoyed to play)

A totally new concept of role playing, a great GM and excellent play gave us the runner-up position in the tournament. The scenario is one of the few you can play once more and still enjoy, as it doesn't matter that three of the players know what will happen.

III "Come and try out your wings"

Game-system: Role Playing RPG (Freeform)

Convention: LinCon 96

The plot. Twenty New Age-personalities on a flight to Bath. Suddenly the plane is hijacked by the steward who wanted the plane to fly to Atlantis instead.

Characters. Twenty characters randomly determined by association to pictures, headlines and newspaper articles

The five game-masters also acted as NPCs, and the whole scenario was a big happening. The plan was that another NPC should hijack the plane, but before he could do that the plane had been hijacked twice by players who wanted to go to India and Tibet instead. Suddenly the plane crashed in a mysterious swamp, and a llama that had been imprisoned in the cargo-space escaped to wreak havoc in the plane. After it had fled into the swamp we tried to levitate the plane, before being rescued by Flipper the Dolphin, Leprechaun and The Devil Himself. It all ended with us creating the mighty immortal and eternal cheese-sandwich, with Swedish cheese, that tasted horribly.

Some scenario!

"Come come elucidate your thoughts" (from the computer psychologist Eliza)

Pitt Crandlemire: "I am not sure I am ready to design my own country because I have some questions about the rules. I have included a provisional design below but it is based on certain assumptions that may be incorrect...

1. Since only yellow spaces will support agriculture but *both* yellow and green will support any other type of source, I'm assuming that there is no reason to initially make any space a green space. Am I missing something?

((1. As a matter of fact, there is one reason to make any spaces green: the cost of 3 points per yellow space when designing

your country. But when I play the game I always feel like I would like some more yellow spaces, when the resources are running down to an end.))

2. Can you convert yellow spaces to green spaces (and vice versa) during the game? I'm assuming you can (at least with converting yellow to green).

((2. You can't convert green into yellow, as this would disrupt the game too much. On the other hand I can see no reason why you shouldn't be allowed to convert yellow spaces into green, as it is indeed possible to destroy agricultural lands in the real world.))

3. Do residential areas and industries take up spaces on the game board? I'm assuming they do not.

((3. Residential areas are effectively off the board, but when you buy industries you buy cards to put on your spaces. As a matter of fact, every power station is a card to put on the space, meaning that you can only run up to 16 power stations simultaneously.))

4. Can players sell resources and excess energy and purification to each other?

((4. Yes, any interaction between players is welcome. Any agreement is possible. cmf. Interaction between players in the rules.))

5. Can we get a list of the possible event cards? It seems that knowledge of the types of events we might encounter might have an effect on strategy.

((5. Well, in the real world you never know what will happen, as it is in this game. I could mention that environmentalists don't like nuclear stations, and might seize power if you are unlucky. Most cards deal with buying resources, and small accidents that do occur. If you are unlucky you will have Chernobyl in your country, and so on. But One sera sera! The future's not ours to see!))

6. Does bank price for resources vary during the game?

((6. Yes, they do. Furthermore they will end sooner or later.))

The games part:

(All my games are named after Tangerine Dream songs.)

"Origin of Supernatural Probabilities"

Origin of Supernatural Probabilities (Zeit Third Movement)

From the double album Zeit (1972)

Time: 20.12

Written by: Edgar Froese, Chris Franke and Peter Baumann

Produced by: Tangerine Dream; Engineer: Dieter Dirks

Additional musicians: Steve Schroyder, Christian Vallbracht, Jochen von Grumbkow, Hans Joachim Brüne and Johannes Lücke

Zeit is the best of their early albums (pre 75)

I have discovered some mistakes in the lyrics. These are due to mishearing, failure to read my own lousy handwriting or discrepancies between the written lyrics and what was actually sung. I hope this will not make it impossible.

The ZAT (or deadline for answers) is at GothCon at least (i. e. around 10th April).

"GENESIS"

From the album Electronic Meditation (1970)

Time: 6.00

Written by: Edgar Froese, Klaus Schulze and Conrad Schützler

Produced by: Hans Ulrich Weigel and Klaus Frendigmann

An important album in European electronic musical history. After this album both Schulze and Schützler left for a solo

career. Schulze with great success. Personally I don't like this album at all!

Gihan: plays ♥8 (correct, 1 p)

♠Q4A ♥JT6A ♦K975 ♣JT63

Pitt: plays ♣8 (correct, 1 p)

♠T9652 ♥Q4 ♦JT3A ♣KQ2A

Michael: plays ♣9 (correct, 1 p)

♠KJ873 ♥K952 ♦Q862 ♣54

The played cards:

♦4, ♥7, ♣9, ♥8, ♠8

The last played card is underlined.

I have 1 vote for 5 turns, and 1 vote for 6 turns. Gihan, your vote will decide how many turns (unless you vote for 4 turns)!

"Sunrise in the third system"

From the album Alpha Centauri (1971)

Time: 4.20

Written by: Edgar Froese, Chris Franke and Steve Schroyder

Produced by: Tangerine Dream (I believe)

Their first commercial success in Germany

Players:

Ola Hansson have not stated any preferred nation, nor constructed his own There is still time.

We are almost ready to go, but still there are some troubles:

Thomas Nilsson, you still have to change your power (I will call you when I have more spare time.)

Lars Berglund (no big deal, although you still can alter some details)

Pitt Crandlenire, your design needs some change: You should not start with buying any power sources. Instead you buy possibilities. 16 arable fields cost no less than 48 of your cps, leaving only 32 to the rest. You don't have to mess with purifying

stations or industries right now, wait until the first turn. Your initial funds is the amount of money you get in the very beginning, with which you can buy everything. You don't use any cp's to purchase power stations. The cp's are a measurement of what mother nature have provided you with when God created heaven and earth (although I don't believe He did that...)

Player roster:

Gihan Bandaranaike (East)

Lars Berglund (South)

Pitt Crandlemire (Airstrip One)

Ola Hansson (West?)

Brad Martin (North)

Thomas Nilsson (New Antarctica)

Andrew York (Republic of Texas)

As this game is new to you I slow it down a little. The first PBM-turn will only consist of gameturn 1 (nos. a, b, c and d), to minimise the risk of doing grave mistakes. Lars and Brad have given me orders (Brad's are perfect!).

Most likely we will start SitTS next issue. Have patience.

Cost of resources from the world market:

Gameturn 1, PBM-turn 1:

Oil cost 2 CU per unit of Oil, maximised purchase 2 units of Oil.

Coal cost 1 CU per unit of Coal, max. purchase 2 units of Coal.

Uranium cost 2 CU per unit of Uranium, max. purchase 2 units of Uranium

Name that tune

Excerpts for round 4, were:

13. *"The movement you need is on your shoulder."*

The Beatles: "Hey Jude". Correct answers from Pitt Crandlemire and Per Westling

14. *"Got a wife and kids in Baltimore Jack."*

Bruce Springsteen: "Hungry Heart".

Correct answers from Pitt and Per. Gihan and Lars identified Bruce Springsteen, but not the correct song.

15. *"Che Guevara and Debussy to a Disco beat."*

Pet Shop Boys: "Left to my own devices".

Correct answers from Per and Pitt. ~~Gihan~~

16. *"I wanna see some history 'cos now I gotta reasonable economy!"*

Sex Pistols: "Holidays in the sun". Correct answers from Lars Berglund, Per and Pitt. Although Per answered "Holidays" I give him the point, but with a minus.

17. *"Darkness falls across the land"*

Michael Jackson: "Thriller". Correct answer from Gihan, Per and Pitt.

18. *"It's a black fly in your Chardonnay."*

Alanis Morissette: "Ironie". Correct answer from Pitt, Per and Gihan.

Once more my brother and Pitt got a perfect score. Believe me, I'm not selecting songs that I know they can guess. Maybe this time the excerpts will be more tricky!

Excerpts for round 5:

19. *"Poets, priests and politicians have words to thank for their positions."*

20. *"Some boys take a beautiful girl and hide her away from the rest of the world."*

21. *"Homexick James, my biggest influence, tell me why, James and Bobby purify!"*

22. *"Put a gun against his head - pulled the trigger, now he's dead!"*

23. *"Sometimes it's hard to be a woman..."*

24. *"Don't give me that goody good bullshit!"*

The current standings

Player	B/F	this	TOT
Pitt Crandlemire	43	24	67
Gihan Bandaranaike	28	10	38 +1
Per Westling	28	24	52
Mark Stretch	22	12	34
Lars Berglund	12	6	18
Elin Lindström	12	6	18

(Others) (8) (6) (14)

FAUNI-GENA

From the album Aiem (1973)

Time: 10.43

Written by: Edgar Froese, Chris Franke and Peter Baumann

Produced by: Tangerine Dream; Recorded by: Dieter Dicks; Supervisor: R. U. Kaiser

This album made the British DJ John Peel discover the band, and was the last before their international breakthrough. Also the last album on the label Ohr.

Fauni-Gena, or The Hitch-Hikers Quiz To The Galaxy:

1. Who is Veet Vojagig?
2. Which immortal is travelling around the universe, with the wish to insult every living being in the universe?
3. Who writes the worst poetry in the universe?
4. Where can you find Stavromula Beta?
5. Who is Aleric B.?
6. Where do they capture mattresses?
7. Which Dire Straits song does Fenchurch and Arthur listen to when they are making out for the first time?
8. What is a hoolooovoo?

9. The episode with the Krikkitmen is based on a refused script to which TV-series?

10. Who was dead for tax reasons?

11. What is the euphemism for "fuck" used in the American version of the book?

12. What do you need to capture a Perfectly Normal Beast?

13. Who exists in 578 000 000.000 copies due to problems with a cloning machine?

14. Which song is Eddie singing in a most critical situation?

15. The disease HSSE is also called what?

16. Which computer was used for the graphics in the TV-series?

17. How many roads must a man walk down?

18. Which two people created the DC Comics version of the book?

19. Who is the voice of the Guide in the radio series?

20. Why was the bowl of Petunias thinking "Oh no, not again!"

Answers by the next deadline to me or to my brother. Answers may be in English or in Swedish whichever you prefer. The winner may be receiving a nice price.

In the end, a little spacefilling joke:

The prime minister of Thailand received this question at a press conference: "*When do you plan to have an election?*". A bit surprised he answered with big pride: "*I have an election every morning!*"

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WAYwords #28

by W Andrew York

The Prussian Army and the Rise of Germany

"The Politics of the Prussian Army" by Gordon A. Craig covers the period of the Prussia state from its origins in 1640 until the dismemberment after the Second World War in 1945. The focus of the volume is on the military, including its consistently strong leadership, and how they helped form (and in some cases dictated) both domestic and foreign policies. Craig states that "the basic assumption of this book, however, is that (authoritarian government, militarism and aggression) are not inherent in the German character but are rather....products of a structure which vitiated the attempts to create a viable democracy" (p. xiii).

The closely interwoven fabric of Prussia, and Germany, with the fortunes of its military order is clearly demonstrated by Craig throughout the book. When the military is strong, vibrant and confident, so is the country; however, when the military loses its courage and its faith, the state enters a period of decline.

The author begins by briefly covering the origins of the Prussian state under the Great Elector, Frederick William, and the founding of the standing army during the war of 1655-1660. The intervening period until 1806 is quickly dispensed with; however, emphasis is placed on the relationship between the head of state, the landed nobility and the officer corps. How this relationship was developed, and the traditions it created, were to be a defining factor of Prussian/German politics until 1945.

Craig then concentrates on the defeat at Jena, the subsequent subjugation of Prussia by France and the final defeat of Napoleon. Emphasis is placed on the decline of the army and how the defeat allowed a series of reformers to gain ascendancy. These reformers, led by such military notables as Scharnhorst, Stein and Gneisenau, revitalized the armed forces and, in turn, the Prussian state. What had been a vanquished and cowed country returned in less

than a decade to retake a role as a major power in European politics.

The pattern that resulted in the revolution of 1848, according to Craig, must in part be laid at the feet of the military. He describes a series of incidents that alienated the permanent military establishment from the general populace and the overuse of the armed forces to quell domestic strife. The retreat of military units from Berlin during the crucial March days; coupled with the intransigence of the king to leave the City, allowed the liberals to gain the upper hand and control of the government.

The author continues with a discussion of the period between the revolution and the unification. He shows how the military, again, reformed itself into the power behind the throne. The lack of faith Frederick William IV had in the military in 1850 during a showdown with Austria is transformed into the military might which decisively defeated Austria in the field in 1866 and France in 1871. Particular attention is paid to the conflicts between the Landtag and the desires of the military during political debates.

The importance of the military, and its leaders, during the Kaiserreich is well documented by Craig. The influence on the decisions of the Kaisers, on the establishment of alliances and in the actual day-to-day foreign policy decisions is astounding. In many ways, the military was the defining factor of the Kaiserreich, from its founding after 1871 through the military assumption of power during the later years of the First World War.

A prominent example is the series of decisions at the prior to the First World War. The military had decided that in a general European war, France had to be defeated before any other power and all actions by the German military should be guided by that aim (encompassed in the Schlieffen Plan). This extended to foreign policy, which connived to bring France into the conflict from the initial outbreak of hostilities.

The intrawar years provides a contrast to the Kaiserreich. The military was shackled by the terms of the Versailles Treaty. However, through

subterfuge and the mastery of Hans von Seeckt, the military retained its ability to influence German affairs and laid the groundwork for an armed force far beyond the 100,000 man Reichswehr.

Craig, more so than in any other period, uses this to define the significance of the military in the Prussian/German state. After the disastrous defeats of World War One and the onerous terms of the Versailles Treaty, it would be logical for the populace to turn to the armed services as the root cause. After all, they did not defeat the enemy on the field of battle. However, it is quite the opposite with the blame being laid on the civil government for failure to support the military and for signing the Treaty (regardless of the true state of affairs).

The author finishes the book with a discussion of how the military was primarily responsible for the rise of Hitler. Without the support (or at least the tacit approval) of the armed services, Hitler could not have taken power, and retained it. Further, the traditions that originated in the 1600's for the military to serve the Head of State blinded the only force capable of deflecting the course that Hitler had outlined.

"The Politics of the Prussian Army" deals directly, and almost solely, with the premise that the military was the defining factor of the fortunes of the Prussian/German States. In a limited sense, this is true. The military was vitally important to the direction of the government; more so than any other contemporary nation, Germany had the strongest military leaders who were also adept in the political arena coupled with a vibrant and (mostly) popular armed force.

However, this discussion fails to deal with many other defining factors; especially those factors of the late 19th and early 20th centuries. The impact of the industrial revolution is glossed over; while the effect of a burgeoning world economy is all but ignored. Further, the book is extremely Euro-centric completely ignoring events that occurred in Africa and Asia (such as the race for colonies) and barely mentioning the impact the United States had on the First and Second World Wars.

As one book in a series of reference materials, "The Politics of the Prussian Army" is a valuable addition to an understanding of the Prussian/German relationship with its military.

However, as a solitary reference, it is flawed in its emphasis on only one, albeit primary, influence on the course that the country took from the 1600's through 1945.

Mini-contest

I'll list five things that have something in common - and be relatively specific as I have something specific in mind (person, place, thing, event). All you have to do is figure out what it is!! If no one guesses correctly it I'll add additional clues until it is discovered. However, if I don't receive any guesses, I will drop it. In other words, if you like the feature, Email me or send a postcard with a guess!! The deadline will be three days before Per's.

Round 1

Three answers were received, two of which were correct. Per, our esteemed publisher, guessed that it was a "Spanish force lead by Sebastian Benalcázar defeating the considerable force lead by Inca chief Ruminahui, at Chimborazo, Ecuador in May, 1534." That was certainly specific; but not what I was thinking of. In fact, I have yet to find out anything about this specific battle to try and match the clues (not that my library has a large collection of books that would discuss this topic). However, one clue would definitely have not fit the battle.

Brent McKee was first in the gate with the correct answer of the Alamo, followed by Pitt Crandlemire. In fact, Pitt matched every clue precisely. An excellent effort which I've included below. I will always try to make one of the clues "unique" to what I'm asking about. In this case, it was the first clue.

1. The Cenotaph: The Cenotaph is the monument to the slain American heroes who fell at the battle. {This is a unique sculpture on Alamo plaza}.
2. "Cottonwood Tree": Alamo means Cottonwood Tree in Spanish
3. Franciscans: It was originally a Franciscan mission (Mission San Antonio de Valero).
4. approx 189 men vs 4-5000: There were approx. 189 Americans vs. about 4000

Star Trek: The Cage

GOPS — Round Six (Last!)

11th Point card: 4 (+Ten)

Lars plays 7

Michael plays 7

Pitt plays 6

Lars captures the Ten but have to fight for the 4 with the following card.

12th Point card: 6 (+4)

Lars plays 9

Michael plays Ten

Pitt plays 9

Everyone play their top card and Michael wins this and the card left from point card 11.

13th Point card: Ace

Lars plays 8

Michael plays 6

Pitt plays 7

Player	Score
Lars Berglund	41
Michael Pargman	22
Pitt Crandlemire	31

Congratulations to Lars for this win. It seems that this was a worthwhile PBM game after all?

Watership Down [????] – Pre-game start

Players: Michael Pargman, Berry Renken, Pitt Crandlemeire, Christian Bien and Andrew York.

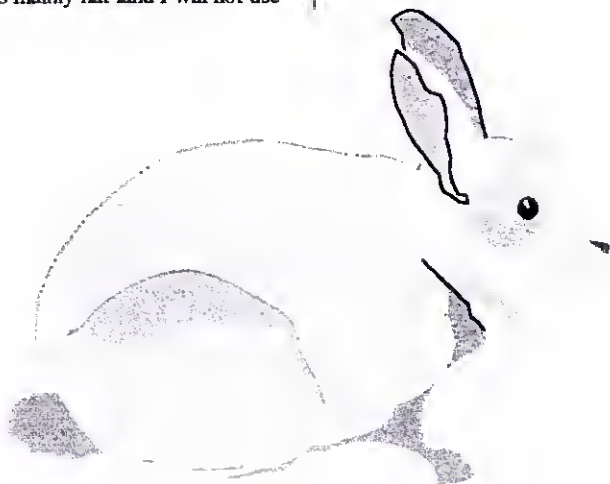
GM: Map should be included. Please take note of the special features.

On this map one player will start at Santa Fe, one at Buenos Aires and three at Rosario. Please send in your preference list for starting city, the same for color and a name+abbreviation for your company.

As this map is mainly flat land I will not use

frog leaps. Buss Boss scoring (i.e. varying scoring depending on number of starters in a race) will be used *unless* three or more players vote to use standard scoring (1st 20, 2nd 10).

Just noted something. Up in the right corner it states "In the first turn, you can leave your start town via only 1 hex." Anybody got any clue about that?



The Quiet Earth — Capitalist Diplomacy (to 1907) — Spring 1901

Pseudonume	S.Fr	Kronen	Pounds	Frances	Marks	Lires	Rubles	Piastres
Che Guevara	1766.00	1000+	900+	900+	0-	2500+	0-	0-
Ayatollah Khomeiny	2250.00	0-	0-	0-	0-	0-	5500+	0-
J Pierpont Morgan	0.79	0-	1000	1000	500-	1100	2173+	1200
George Soros Jr	2.50	500	2245	2245	350-	10-	1250+	500
Han Soros	6485.00	0-	0-	0-	0-	0-	0-	0-
Machiavelli	0.41	500	500-	500	1000	2274+	500	1773+
Changes		-1000	-1100	-600	-2150	774	5723	-1227
New price		0.60	0.87	0.87	0.59	0.99	1.34	0.75
Cost per supply center		666.67	1548.33	1548.33	616.67	1961.33	2355.75	1157.67
Supply centers		3	3	3	3	3	4	3

Value table:

1.(1) Ayatollah Khomeiny	9620.00 SFr (+3135.00)
2.(6) J Pierpont Morgan	6936.61 SFr (+ 896.61)
3.(1) Han Soros	6485.00 SFr (0.00)
4.(4) George Soros Jr	6475.20 SFr (+ 148.05)
5.(1) Che Guevara	6407.00 SFr (- 78.00)
6.(5) Machiavelli	6011.42 SFr (- 113.58)

Victory Point table:

1.(1) J Pierpont Morgan	228.00 VP (+ 6.00)
2.(4) Ayatollah Khomeiny	220.00 VP (+ 110.00)
3.(3) George Soros Jr	219.00 VP (+ 7.00)
4.(2) Machiavelli	212.00 VP (- 3.00)
5.(4) Che Guevara	159.00 VP (+ 49.00)
6.(4) Han Soros	0.00 VP (- 110.00)

AUSTRIA-HUNGARY (Che Guvera)

A(Bud) - Ser; F(Tri) - Alb; A(Vie) - Gal

ENGLAND (G Soros Jr)

A(Lpl) - Edi; F(Edi) - NWG; F(Lon) - NTH

FRANCE (G Soros Jr)

A(Mar) s A(Par) - Bur; A(Par) - Bur; F(Bre) - MAO

GERMANY (J P Morgan)

A(Ber) - Sil; F(Kie) - BAL; A(Mun) - Tyr

ITALY (Machiavelli)

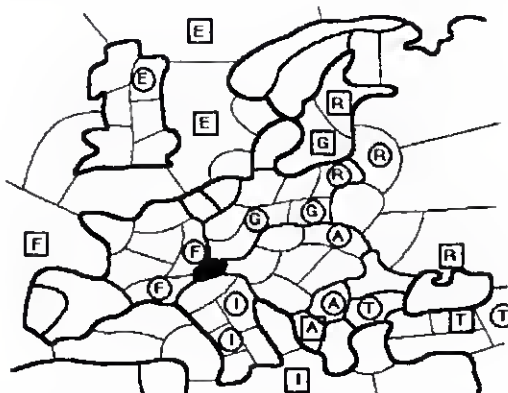
A(Rom) - Ven; A(Ven) - Tyr; F(Nap) - ION

RUSSIA (J P Morgan)

A(Mos) - StP; A(War) - Gal; F(Sev) - BLA; F(StP) sc - GoB

TURKEY (Machiavelli)

A(Con) - Bul; A(Smy) - Arm; F(Ank) - BLA



GM: Remember, you may not sell more than 500 of any one currency. If your buy order would put you "into the red" each buy order will be proportionally reduced. *Next round* will be Fall + Winter 1901, so do not forget adjustment orders in case you have military control of any power(s). The military control for 1902 will be decided after the stock exchange during that round.

Press [The Quiet Earth]

J. Pierpont Morgan: Gentlemen, the business of business is business. Our concern here is not world politics but, rather, world finance. Politics is simply a means to an end. I suggest that we consolidate our fortunes and maximize our gains. Should we all work together, we can manipulate the world economy at our whim. To that end, I offer any of my fellows who wish to join me an equal share in determining the future of Russia, my country of choice for the moment. Please signify your willingness to engage in a joint venture.

George Soros Jr: My father has taught me everything there is to know about how to bring down the economy of countries. I suggest that You get your feet moving and buy some shares in the hedge fund I just started. It is called World Domination and if You invest in me you will be seated in the Golden Chair On the Way to the Moon.

☐ You play in this game!

The Virgin Spring [Banquette of Borgia] – A.D. 1416

The Banquette is to start. The foremost people of Miragliano has gathered to elect a new Prince among them. This is done during the Banquette held at the Palace, which by tradition is held yearly in Miragliano.

The Banquette starts by some served wine. The calls heard above the general murmur in the Banquette halls are these:

* Norbert Elias

– Niccolo, don't touch that glass of wine — I saw Graziani slip a potion into it.

– deMedici, is that smell coming from your feet?

* Nancy-boy Niccolo:

– I would like to thank you all for joining me at this feast. Please pardon me if I eat sparingly; my ulcer has been acting up lately.

* Aldo Capocapri:

– When will a noble prince get his just desserts, if not after dinner?!!

Suddenly, a trumpet blast is heard. Everyone's attention is turned away from the wine towards the senior Chamberlain who asks everyone to sit down and be silent as it is now time to elect the new Prince for Life. Frederico deMedici seems to have drunk too much wine as he is sitting on his chair snoring, but the rest of the nobles around the table stand up one by one and give their votes:

- Giacomo Boticelli votes for Aldo Capocapri.

- Enzo Graziani votes for Aldo Capocapri.

- Nancy-boy Niccolo votes for himself.

- Aldo Capocapri votes for Frederico deMedici.

- Norbert Elias votes for Nancy-boy Niccolo.

The votes are therefore:

- Aldo Capocapri and Nancy-boy Niccolo two votes each.

- The sleeping deMedici one vote.

The senior chamberlain looks bewildered for a moment, but then he points at Aldo Capocapri. A new Prince is elected. Long live the Prince!

After a short while Aldo Capocapri calls for attention and states his appointments:

* Advisors: Frederico deMedici, Enzo Graziani and Giacomo Boticelli.

* Chamberlain: Norbert Elias.

Everyone sits down, and the serving of the food starts. After the starter, which is quickly devoured between the toasts for the new Prince, the main course is carried in. Advisor Graziani stands up and calls:

– A toast for Prince Capocapri.

During the serving of the main course (roast whole boar with orange sauce) some muffled conversation takes place:

– Niccolo is having trouble. He's ran out of money.

– Word around the town is that Capocapri has been spending a lot of time with the altar boys again.

– Nancy-boy? Qui setta il pocchia nombre!

– I saw Niccolo steal that silver goblet.

– Aldo heard the castrato say "Don't! Stop!"... So he didn't.

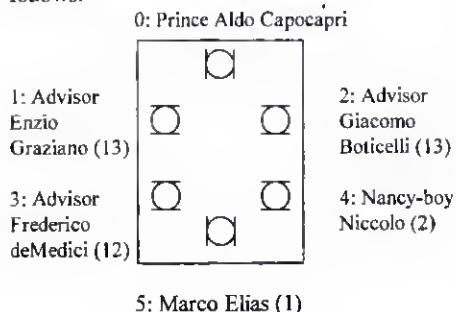
– diMedici is an ill-favoured name.

The conversation is suddenly stopped as Chamberlain Elias' face turns blue and he falls forward with his face lolling on the plate. His lifeless body is carried out by the service people. The mood around the table changes drastically as everyone casts suspicious stares around the table,

but no more accidents happens for the rest of the dinner.

The doctor announces that Norbert Elias was poisoned by cyanide, so Prince Capocapri decides to execute the chief.

Table placement for the next dinner is as follows:



GM: 1 placed the calls first, while whispers take place during the dinner. Next time the following needs to be ordered:

1. Calls
2. The Prince appoints a Chamberlain
3. Whisper

4. Chamberlain choose (maybe) to protect a plate
5. One action (Antidote [which], Poison [which], Swap)
6. New First Name (in case you are "unlucky").

THE VIRGIN SPRING

Dir: Ingmar Bergman. **Cast:** Max von Sydow, Birgitta Pettersson, Gunnel Lindblom.

Ingmar Bergman's scenario is based on a fourteenth-century Swedish legend. Accompanied by her jealous older stepsister, a young girl is raped and killed while on a journey to her church — and the three killers make the mistake of seeking shelter with the parents. Won an Oscar for best foreign language film. In Swedish, with English subtitles. 1960; B&W; 87m.

((Review from Video Movie Guide 1990. As my favourite Bergman movie only got 4.5 in the VMG I must see this.))

Untouchables [1547 FR] – Not Round Three

I have only received orders from Pitt, so the game is held over. Standby orders for Joel is on file, but I will give Joel one more chance to stay in this game.



El Gordo 1998

Norway just managed to beat Italy in the cross-country skiing. Checkia surprised everyone and managed to beat both Canada and Russia to give Michael an impressive lead in this competition.

	Per Westling	Mark Stretch	Leif Kjetil Tviberg	Ola Hansson	Björn Westling
2.	Pascal Montagna	Vick Hall	Leif Bergman	Cyrille Sevin	Toby Harris
3.	Pitt Crandlemire	Cyrille Sevin	François Rivasseau	B von Knorring	Bruce Reiff
4.	Göran Persson	Other	Carl Bildt	Carl Bildt	Carl Bildt
5.	(Canada) 0.00	(Canada) 0.00	(USA) 0.00	(Finland) 0.00	(Canada) 0.00
6.	(Norway) 1.27	(Norway) 1.27	(Italy) 0.00	(Norway) 1.27	(Norway) 1.27
7.	Brazil	Brazil	Brazil	Brazil	Brazil
	France	England	France	England	England
	Germany	France	Germany	Germany	Germany
	Nigeria	Germany	Yugoslavia	Italy	Italy
11.	Manchester Utd	Manchester Utd	Blackburn	Manchester Utd	Manchester Utd
12.	Milan	Milan	Inter	Inter	Parma
13.	Colorado	Other	Detroit	Detroit	Colorado
14.	Europe	North America	North America	Europe	Africa
15.	Titanic	-	L.A. Confidential	-	L.A. Confidential
16.	John Cusack	Easterwood	Kevin Spacey	-	Al Pacino
17.	Tara Fitzgerald	Thomson	Jodie Foster	-	Robin W Penn
18.	Sampras	Sampras	Chang	Sampras	Sampras
19.	Hingis	Graf	Sanchez	Sanchez	Hingis
20.	M Schumacher	M Schumacher	Villeneuve	M Schumacher	Villeneuve
Bf.	1.27	1.27	0.00	1.27	1.27
Σ	1.27	1.27	2.00	3.27	1.27

	Björn von Knorring	Elin Lindström	Ulf Jiretorn	Pitt Crandlemire	Gihan B
2.	Jim Mills	Leif Bergman	Toby Harris	Toby Harris	Mark Wightman
3.	Thomas Sebeyran	Pitt Crandlemire	Pitt Crandlemire	Tom Kobrin	Edi Birsan
4.	Göran Persson	Göran Persson	Carl Bildt	Carl Bildt	Carl Bildt
5.	(Canada) 0.00	(Canada) 0.00	(Sweden) 0.00	(USA) 0.00	(Canada) 0.00
6.	(Norway) 1.27	(Norway) 1.27	(Norway) 1.27	(Norway) 1.27	(Italy) 0.00
7.	Brazil	Brazil	Argentina	Brazil	Brazil
	England	France	England	Germany	England
	Germany	Germany	Germany	Italy	France
	Italy	Italy	USA	USA	Germany
11.	Manchester Utd	Manchester Utd	Manchester Utd	Manchester Utd	Chelsea
12.	Milan	Parma	Inter	Juventus	Inter
13.	Philadelphia	Detroit	New Jersey	Dallas Stars	Buffalo
14.	Asia	North America	North America	South America	North America
15.	L.A. Confidential	L.A. Confidential	Babylon 5	L.A. Confidential	The Full Monty
16.	Al Pacino	John Travolta	A Schwarzenegger	D Day-Lewis	Sylvester Stallone
17.	Emma Thompson	Kim Basinger	Goldie Hawn	Jodie Foster	Kim Basinger
18.	Sampras	Rafter	Sampras	Sampras	Sampras
19.	Hingis	Sanchez	Graf	Graf	Hingis
20.	M Schumacher	M Schumacher	Villeneuve	Villeneuve	M Schumacher
Bf.	1.27	1.27	1.27	1.27	0.00
Σ	3.27	3.27	1.27	1.27	2.00

	Lars Berglund	Berry Renken	Brent McKee	Michael Pargman
2.	Toby Harris	Cyrille Sevin	Toby Harris	B von Knorring
3.	Larry Peery	Pitt Crandlemire	Dan Mathias	B von Knorring
4.	Göran Persson	Göran Persson	Carl Bildt	Göran Persson
5.	(USA) 0.00	(Russia) 0.00	(Canada) 0.00	(<i>Checkia</i>) 14.00
6.	(Norway) 1.27	(Finland) 0.00	(Norway) 1.27	(Norway) 1.27
7.	Brazil	Argentina	Argentina	Brazil
	England	Brazil	Brazil	Germany
	Germany	France	Germany	Colombia
	Nigeria	Germany	Italy	France
11.	Manchester Utd	Manchester Utd	Newcastle	Manchester Utd
12.	Inter	Juventus	Juventus	Inter
13.	Other	Buffalo	Detroit	New Jersey
14.	South America	Asia	South America	South America
15.	Donnie Brasco	Wings of the Dove	Titanic	Titanic
16.	John Travolta	Jack Nicholson	Djimon Hounsou	Leo DiCaprio
17.	Sigourney Weaver	Helena B. Carter	Pam Grier	Kate Winslet
18.	Pete Sampras	Sampras	Sampras	Sampras
19.	Martina Hingis	Hingis	Hingis	Hingis
20.	Villeneuve	Villeneuve	Villeneuve	Villeneuve
Bf.	1.27	0.00	1.27	15.27
Σ	1.27	2.00	3.27	15.27

El Gordo 1998

Here is (once more) the list for the categories for the 1998 El Gordo competition with (if applicable) possible choices in parantheses:

- Hobby: Individual Winner EDC in Bedford, England
- Hobby: Individual Winner WDC in Chappel Hill, USA
- Politics: Swedish Prime Minister after the election (Göran Person, Carl Bildt or *Other*)
- Winter Olympics: Gold Icehockey (Canada, Checkia, Finland, Russia, Sweden, USA, *Other*)
- Winter Olympics: Men's cross-country skiing relay team (Finland, Italy, Norway, Russia, Sweden, *Other*)

Other)

- 7-10. World Cup Football (Soccer): Give the four nations in semi-finals

11. Football: Winner Premier League in England (Arsenal, Aston Villa, Blackburn, Chelsea, Liverpool, Manchester United, Newcastle, *Other*)

12. Football: Winner Serie A in Italy (Juventus, Inter, Milan, Napoli, Parma, Roma, *Other*)

13. Hockey: Winner Stanley Cup in North America (Anaheim, Buffalo, Colorado, Dallas, Detroit, Ottawa, New Jersey, Philadelphia, *Other*)

14. Literature: Continent for the Nobel Prize Winner (Europe, Asia, Africa, N.America, S.America)

15-17. Oscar: Best film, Best male lead, Best female lead

18. Tennis: #1 rated Male July 1st (Sampras, Chang, Rafter, Resedski, Moya, Kafelnikov, Björkman, *Other*)

19. Tennis: #1 rated Female July 1st (Hingis, Graf, Sanchez, Seles, Martinez, Majoli, Novotna, *Other*)

20. Formula One: Individual Champion

Some more comments in the letter column. I hope I haven't left anyone out, if so just let me know and I will dig out your entries...

Mexicans. {The count of the Texas, not Americans, is fairly close with some numbers in the low 190s and some closer to 184. The size of the Mexican army is not as well known with most estimates between 4-5000 men.}

5. Long Barracks: The Long Barracks were the housing on the lower floor of the Alamo where the final stand of many of the Americans took place. {It also one of the few remaining structures along with the Chapel (what everyone thinks of as "the Alamo"). It currently houses a museum of the war.}

Two other curious facts about the Alamo. Unlike many other "birthplaces of independence" around the world, it is held by a private group and is not part of the state or national park system. Secondly, the distinctive crown on the top of the Chapel was not there during the battle. It was added many years later.

Now, to Round 2

1. Dacian Wars
2. East & West Libraries
3. Napoleon's & Mussolini's Government Programs
4. Two Hemicycles
5. Four-Horse Chariot

((Have some CD- reviews as a space filler:))

Maxwell — *Maxwell's Urban Hang Suite* © 1996

Soft soul music. Wonderfull stuff.

Grade: 3+

SWV — *Release some tension* © 1997

Somewhere in the land between soul and hip-hopp you find these three funky ladies with their latest album. Luckily, at least according to me, the album is closer to modern soul, but still several of the songs feature big names from the hip-hopp world (e.g. Puff Daddy and Snoop Doggy Dogg). But SWV surely lives up to their name ("Sisters with Voice").

Grade: 3

The Wannadies — *Bagsy Me* © 1997

Quick, catchy, straightforward rock from Northern Sweden.

Grade: 2+

Spiritualized — *Ladies and gentlemen we are floating in space* © 1997

Some times the sound of this album reminds me of Primal Scream, other times it is just too much noice. I think I would have liked this album better if the ethereal/space part had been much more prominent, although it has a significant role. Extra points for the design of the "sleeve".

Grade: 2.

HAIL AND FAREWELL!

By Larry Peery

Yea, I know, it's the middle of winter and if you have suffered the way I have, it's been hell. El Nino has done a number on San Diego, and some unnamed Australian flu has done a number on me. I was down with it for 17 days, from New Year's Eve until this past weekend!

Fortunately, in addition to the love and affection of some of my friends, I had one pneumonia remedy that many hobbyists don't have — my memories of past WDCs and world class Diplomacy events — and that gorgeous GOTHCON WDC Team Championship Cup to drink them from.

Although it is still high winter for most of us, spring and summer are just a few months away. In fact, it will have been a year since my trip to Göteborg for last year's WDC by the time many of you read this.

NOW is the time to start planning and arranging your trips for this spring and summer, and this year you have some great events to pick from. I can't discuss them all, of course, but if you've got lots of plastic, buckets of money, or frequent flyer milers to burn, this is the year to go!!! Or, if you are smart, you can do it on the cheap, as a student! Whether you are in Europe thinking about coming to the States for WDC VIII, or in America thinking about traveling to Europe, or somewhere else just wanting to go — 1998 is the year to go!!!

Go? Where, you ask? Well, here are five options:

DIPLONAM 1998 (April, 1998, Namur, Belgium)

Last year this event hosted EDC V. Next year it will host WDC IX. If you can get away in April of this year, you can get a sneak preview of one of Europe's best small Diplomacy events, and do a ground search in preparation for next year's WDC event. Namur is a wonderful location for a Diplomacy event, almost a sister city to Chapel Hill in many ways.

For more information check out their web page at <http://www.geocities.com/timessquare/>

9287, or contact the host, Jean-Louis Delattre at nukeall@geocities.com.

For information on travel to Belgium, check out the Belgian tourism site on the web, or do a search on Bluebird Airlines. If you'd like some deep background on Namur and this event, contact Jef Bryant at Jef_Bryant@compuserve.com and ask about getting copies of his magazine, Dipsomania, with my articles on Namur.

WORLD DIPCON 1998 (May 1998, Chapel Hill, NC, USA)

Still going strong, DIXIECON will host WDC VIII this year from 22 - 24 May at the University of North Carolina, Chapel Hill. This is one of the very few surviving gaming events in North America that features Diplomacy, and host David Hood is one of the best tournament directors and players in the American hobby. Chapel Hill is also one of the most beautiful venues for an event of this type anywhere.

For information on the event check out the site at <http://people.delphi.com/jmcquinn/wdc8.htm>. For information on the location of the event do a web search on Chapel Hill, North Carolina. If you have questions about either the event or location, contact David Hood at david_hood@W3link.com. If you'd like information on past WDC or DIXIECON events contact me at peery@ix.netcom.com

MANORCON 1998 (July 1998, Birmingham, UK)

It (meaning WDC) all began in Birmingham, England, back in 1988. If you're going to be in Europe this summer, be sure to check out MANORCON; which will be held at the University in Birmingham toward the end of July.

You'll meet some great English Dippers, and other gamers, and many of Europe's finest Diplomacy players. This is a fun event, and Brum is a great base to see a lot of England's most beautiful countryside.

For more information check out the site at <http://www.manorcon.demon.co.uk/index.html>.

FRANCE

The French gaming and Diplomacy hobby has a huge roster of events going on all the time, so if you are heading for Paris, be sure to check them out. These guys host a great time, and Paris (and the other sites in France) are wonderful places to play Diplomacy. If you don't speak French, don't worry — you'll probably do better if you just smile and scowl a lot! Pascal smiles and wins! Bruno scowls and wins! Either way, you'll be a winner if you attend one of their events.

For more information on what's going on, contact former WDC champion Bruno-Andre Giraudon (giraudon@club-internet) or another former WDC champion Pascal Montagna (100714.2676@compuserve.com). I'm sure they will be glad to tell you where to go!!

SWEDEN

Last winter/spring when I attended WDC in Goteborg, and then actually took a holiday in Scandinavia, most of the natives I met couldn't comprehend that somebody from Southern California would voluntarily come to Scandinavia in wintertime. Perhaps that is why they treated me so well!

Anyway, if you're going to Europe this summer and you want to avoid the heat and mobs in the south, head north toward Scandinavia. I guarantee you'll fall in love with it, just like I did.

To find out what events are being offered this summer in Scandinavia for Diplomacy players and other gamers, check with Per Westling, perhaps the most widely travelled Diplomacy player in all Scandinavia. ((*Actually, that is Björn von Knorring.*)) You can contact him at L4E@algonet.se. Be sure to ask him about getting back issues of his magazine LEPANTO 4-EVER, including my articles on last year's WDC event, and more. Heh, beh....

HAIL AND FAREWELL

I will be at Chapel Hill in May, of course. First, to return the GOTHCON Cup to a representative from next year's WDC event (That Cup goes to the winners of the Team event.) in Europe; and to present a new sister trophy for permanent residence in North America. Based on my experiences lugging the Cup around Europe last

year, we need two trophies, so that it does not have to travel back and forth across the Atlantic. Second, to meet and greet all my friends who will be coming to Chapel Hill from all over the world. Third, Heh, heh, to show Edi and Bruno that it is possible to go home again! As for what that means, you'll have to come to Chapel Hill and see for yourself. Fourth, having been put in the impossible position of being a "world" champion Diplomacy player (thanks to the good efforts of my friends Borger and Dan), I have decided to do what must be done — retire from active competitive Diplomacy play. So Chapel Hill will be my last WDC event as a player. Gee, aren't you glad? Finally, with a bit of luck, I hope to bring some friends to Chapel Hill. The hobby needs new blood badly. I'm going to be focusing on that task for the next few months.

Eleven years ago a handful of people gathered in Birmingham to create WDC. The idea and the event are now established. What we need now are more players to enjoy this wonderful game and hobby. So, join me this year. Bring a friend who doesn't play the game. Maybe if we twist David's arm we can have a novice program at this year's event. Heh, heh. No, Edi, you can't play in it! Giggle.... What is amazing, and often overlooked is that in a decade we have created a world-class event and people all over the world have come to accept it as the world's premier Diplomacy event. So, come join us!

See you in Namur, Chapel Hill, Brum, or somewhere else; or even drop by Casa Farinelli the last weekend of July for Peericon. The door is always open!





IT'S THAT COLUMN THING

Arthur Salm

Quiet, please! I can't hear myself think

Though they say there's a time and a place for everything — they're wrong about that, actually — there's also a time and a place for nothing.

There are, in fact, any number of times and places for nothing. Silence can not only be golden, but necessary.

There exists such a state as *not being entertained*.

Unfortunately, oases of quiet have become endangered spaces.

We have caused both public and private areas to succumb to a kind of creeping Chuck E. Cheese-ism, complying with what seems to be our demand that ceaseless goings-on accompany our lives: radio to wake us; on with the TV; music in the car; piped-in music in restaurants, in stores, between innings at baseball games; Walkman on the sidewalk; cinema trivia quizzes on-screen before movies; TV in bars and gyms.

This continual flow of sound and images stifles both conversation and contemplation. Let dialogue lag for only a moment in a joint with televisions mounted for viewing from all angles, and feel your head swivel involuntarily toward a screen. Before you realize it, you're watching Australian Rules Football or the quarterfinals of the County Cork hurling competition.

Jazz, classical music or progressive rock in a coffeehouse can be enjoyable, but why music in every one, all the time? Probably, proprietors fear their places will sound dead with nothing coming off the walls save muted conversation, the hiss of techno-coffee gadgetry, the occasional clunk of mug on table, the rustling of newspapers and, every now and then, whole minutes with no noise at all.

Apparently, lack of stimuli now makes people

nervous. If ever you're alone in a gym, try this: Turn off the TV. Guaranteed, the first one to walk into the room will head straight for the tube's "power" button, with perhaps a suspicious glance in your direction: *What is this person doing in here with the TV off?* (Semi-guaranteed: He'll tune in professional wrestling or MTV.)

(I've even heard tell that there are those among us who turn on the television as soon as they walk into the house, not to watch a particular program, but simply to have it as "background." And, the stories go, they leave it on until they go to bed, regardless of what's on.

But such things surely cannot be.)

Does this onslaught of input imply that people fear being alone with their thoughts, or that they find their thoughts insufficiently entertaining? That is to say — to ask, rather — are we ill at ease in our own company, or is it just that we find ourselves boring?

But maybe it's just habit, or inertia, this Sensurround existence. In that case, we need to strive for occasional nothingness. It's certainly a worthwhile pursuit: *The deepest feeling always shows itself in silence*, wrote poet Marianne Moore in "Silence" (1935).

Even more telling, however, was the line that followed: *Not in silence, but restraint*.

In the current

electron-charged ethos, silence is not a passive, but an active pursuit. Silence is restraint, a temporary eschewing of the perpetual soundtrack that has come to provide a superimposed rhythm to our lives.

Hamlet's last words were, *The rest is silence*. And so it is: the silence of eternity, the silence of the grave.

But though the rest is, indeed, silence, silence can also be rest.

Sh-h-h-h-h-h.

(nothingness)

PAX GERMANIA #111

subzeen of L4E #59

Rocky II (By Popular Demand) - Sixth Round

Rk	was	Player	One	Two	Three	Four	Five	Six	B/F this	TOI
1	2	Michael Pargman	Japan	Iceland	Ethiopia	Libya	USA	Russia	324	56 380
2	5	Lars Berglund	Mexico	Iceland	Ethiopia	Israel	USA	Poland	319	51 370
3	3	Pitt Crandlemire	Japan	Montserrat	Somalia	Israel	USA	USA	324	44 368
4	1	Conrad von Metzke	Iran	Montserrat	Somalia	Israel	USA	Mexico	337	30 367
5	7	Berry Renken	Italy	Philippines	Ethiopia	Israel	USA	Russia	310	55 365
6	6	W. Andrew York	Japan	Italy	India	Libya	USA	Russia	316	44 360
7	4	Göran Karestrand	Afghanist.	Iceland	Ethiopia	N.I.	Russia	Poland	320	35 355
8	8	Leif Kjetil Tviberg	Afghanist.	Iceland	Ethiopia	Libya	USA	Russia	298	53 351
9	9	Björn Westling	Afghanist.	Iceland	Ethiopia	Israel	USA	Russia	296	51 347
10	11	Brad Martin	Japan	Italy	Ethiopia	Israel	USA	USA	280	60 340
11	12	Ulf Jiretorn	India	Italy	Ethiopia	Libya	USA	Poland	277	55 332
12	10	Gihan B.	Japan	Mexico	Ethiopia	Syria	USA	USA	284	43 327
13	13	Douglas Kent	Japan	Montserrat	Ethiopia	Israel	USA	China	270	44 314
14	15	Mark Stretch	Mexico	Italy	Ethiopia	Libya	USA	Russia	263	47 310
15	14	Thomas Nilsson	USA	Iceland	Eritrea	Ireland	Italy	Poland	268	27 295
(—)	(Per Westling)	Afghan.	Italy	N. Korea	Israel	USA	Russia	(256)	53 (309)	
(—)	OTHERS								(206)	27 (233)
MAXIMUM			6	6	11	8	13	6	67	
MINIMUM			1	1	1	1	1	1	7	

Several forgot to bank, in which case the die decided. Difficult round with Brad in a clear win on 89%. Michael grabs the lead, and also manages to get some distance down to the rest.

- [Earth quake:] Afghanistan has been in the news recently but maybe the Olympics made Japan the majority choice? Japan 6, Afghanistan 4, Mexico 2, the rest 1.
- [Volcanic Eruption:] Montserrat is a British island in the West Indies and the obvious choice for the US players, while Iceland was the obvious choice for the Scandinavian players. Iceland 6, Italy 5, Montserrat 3.
- [Starvation:] I was a bit surprised that the current *major* starvation crisis in North Korea didn't get any votes (except mine). Ethiopia/Eritrea 12, Somalia 2, the rest 1.
- [Terrorism:] The uncertainty where to locate IRA made some avoid this choice, and instead going for the other obvious. Israel 8, Libya 5, Northern Ireland/Eire/Ireland 2.
- [Crime:] Obvious choice which attracted surprisingly few bankers. USA 14, the rest 1.
- [Pollution:] Leaking pipelines, Ukrainian nuclear plants, old industries, well, Russia has

a major problem. I have better hope that Poland will solve its own. Russia 7, Poland 4, USA 3, the rest 1.

Rocky II – Seventh round

Round seven and just three more to go. This time the will concentrate on the magical number 7, which probably got its special status by being a prime number.

As usual you may use any letter for each and every category, but do not forget to *bank on one* of the six categories.

- One of the seven wonders
- One of the seven cardinal sins
- One of the seven cardinal virtues
- One of Snowwhites' seven Dwarves
- One member of G7 (Group of Seven)
- One of the Diplomacy powers

Metropolis

Fictionary Dictionary — Round 5

Round Four: **zxxjoanw**

1. Aztec mythical figure
2. Eskimo term for the chief hunter in a tribe
3. hatchetlike tool used by Vikings for shaping wood
4. honorary title for a Zulu priest
5. Joan's e-mail address
6. Klingon salut word used in the Stark Trek movies
7. last name in the New York telephone directory
8. **Maori drum**

9. minor Polish noble, out of use since the Communist Revolution
10. nonsense word, invented by James Joyce, to be used in his novel Finnegans Wake
11. nothing, it doesn't exist
12. onomatopoeic word, first used in comics, to describe the passing of a fast vehicle
13. pin-type item use dto hold the mmlnzmv to the aaykpbox
14. something said in a dream, only moments before the ribs was bust by a jealous wife

Difficult round. BTW, doesn't the last name in the NY phone directory start with three Z?

Player	own	Voted for	Votes for	Points	Rounds	overall correct	overall total
Pitt Crandlemire	3	10	0	0	5	3	9
Thomas Nilsson	14	7	0	0	5	1	9
Berry Renken	11	13	1	1	5	1	8
Göran Karestrand	6	11	1	1	5	1	7
Michael Pargman	12	7	1	1	5	1	7
Brad Martin	5	7	0	0	5	1	6
Andy York	13	8	1	3	5	1	5
Conrad von Metzke	7	10	4	4	4	1	5
Douglas Kent	2	8	0	2	5	2	5
Leif Kjetil Tviberg	1	7	1	1	5	0	4
Björn Westling	10	6	2	2	5	0	3
Ulf Jiretorn	4	12	0	0	5	0	2
Gihan Bandaranaike	9	1	0	0	5	0	2

Last time Berry got 1 point to many. Ulf by mistake got one extra "Votes for" credited (and one point to many) and Andy one "Votes for" short (and one point short).

Round Six: **nux**

1. edible root used as a staple food by sub-Saharan tribes
2. latin word for darkness
3. latin word derived from greek Nus, which stands for the theory of the spirit as the world principle or highest reason
4. little used unit of viscosity, after the French scientist Gilles Nux (1753-96)
5. meeting of minds; general agreement
6. minor public official in Republican Rome

7. negative flow of "holes" when electrons in a higher energy state move back to their original state
8. older unit of measure for radiation, primarily used in some countries in Southern Europe such as Italy
9. semiconductor that allows two-ways flow of electricity
10. slang term used to refer to Brass Knuckles
11. slang word for "no"
12. tea served at the Leavenworth Prison mess hall
13. technical jargon for a little pin
14. uneventful period

The next word to be defined is: **tjanting**

Never Ending Story [1526 SZ] – Round Four

OMR [Mark Stretch, Red]

- a) (H7) - H4 - F3 - Geneva.
 b) (E50) - F50; (Winterthur) - 164. [-1 GmbH]
 c) (164)-165-Konstanz; (165)-166-H66-StGallen.
BLUES [Berry Renken, Blue]
 a) (Brig) - Zermott; (D59) - D57.
 b) (D57) - F56.
 c) (F56) - Solothurn - F52 - E52 - Biel. [-10 MM]
MMM [Michael Pargman, Green]
 a) (St Gallen) - Konmstanz; (H58) - J57 - J56.
 b) (Olten) - F55 - F54.
 c) (F54)-Solothurn-F52-E52; (F54)-C53. [-GmbH]
GmbH [Christian Bien, Yellow]
 a) (H7) - H4 - F3 - Geneva.
 b) (F50) - G50 - G49.
 c) (G49) - F48 - F47 - La Chaud De Fonds;
 (Solothurn) - F54 - G55 - Olten. [-2 MMM, -2
BLUES]

cmp	bal	cities	track	racess	rentals	bal
GmbH	70	+ 9	- 2		=	77
MMM	54	+ 6	+11		=	71
BLUES	64	+ 6	- 8		=	62
OMR	30	+ 3	- 1		=	32

Builds for round Five: 3, 5, 4

GM: Lots of activity around Solothurn.

Press [Never Ending Story]: None

Jumps:

MMM: BLUES

GmbH: OMR

BLUES: None

OMR: None

Princess' Bride [1527 OS] – Round Four

OMR [Mark Stretch, Green]

- a) (Krems) - I63 - H62 - H61.
 b) (H61) - Zwettl - K61 - M60.
 c) (Weiner Neustadt)-D69-B70; (C70)-C71. [-4 KR.]
BLUES [Berry Renken, Blue]
 a) (Badgastein) - E13.
 b) (E13) - D13 - C13 - Oberdrasburg.
 c) (D57) - D56 - E56 - [jump KRAUT/Wels] -
 E54; (D13 - D14). [-1 KRAUT, -4 MARX]
MARX [Leif Kjetil Tviberg, Red]
 a) (Wolfsberg) - D21 - D20.
 b) (D20) - Klagenfurt - C19 - Villach - D16.
 c) (D16) - D13 - C13. [-4 BLUES]
KRAUT [Brad Martin, Brown]
 a) (B53) - A54 - N13 - Bad Ischl.
 b) (Wien) - F69 - E69 - C70.
 c) (M10) - Bischofschofen.

Cmp	bal	Cities	track	racess	rentals	Bal
BLUES	80	+ 6	- 1		=	85
MARX	56	+12			=	68
KRAUT	47	+ 6	+ 5		=	58
OMR	0	+ 6	- 4		=	2

Builds for round Five: 6, 2, 6

GM:

Press [Princess' Bride]: None

Jumps:

OMR: None

BLUES: KRAUT

MARX: None

KRAUT: None

James Joyce's Women [1389 I] – Not Round 12

Either I have managed to loose James orders or my mailer have eaten them. So I will postpone the final move one issue.

Last Emperor [1388 CH] – Round 12 (Last)

- Run 36:** 1st RR 30 -2 MaTS
Run 37: 1st MaTS/KLT 30 -2 RR
 MAO fails to enter as it would break the "max 10 to one opponent"-rule.
Run 38: 1st MaTS 16 -1 MAO, -2 RR
 2nd RR 9
 3rd MAO 5 -2 RR
Run 39: 1st OMR 20 -2 KLT
 2nd MaTS 10 -1 KLT, -2 OMR
 MAO tries to joint run
Run 40: 1st RR 16 (21) -5OMR, -3MaTS, -1KLT
 2nd KLT 9 (21) -8 OMR, -1 RR
 3rd OMR 5 (22) -3 KLT
Run 41: 1st KLT/MAO 30 -10 RR
 MaTS and RR tries to joint run
Run 42: 1st KLT 20 (18)
 2nd OMR 10 (22) -8 KLT

cmp	bal	cities	track	rates	rentals	bal
KLT	341½			59	0=	400½
RR	223½			55	+ 6=	284½
MaTS	223½			41	- 2=	262½
MAO	215½			20	- 6=	229½
OMR	164			35	+ 2=	201

Notes: A good last round for RR while MAO is having a bad one finalizes the placements.

End Game Statements [Last Emperor]:

Michael: Yes, China was really too large a map. I was very happy when I got Hongkong with no close neighbours, even though I think MaTS should have gone south immediately and the game would have taken a much closer game. When I reached Nanking unopposed I felt I had the whole world in my hand (or at least half of China ☺). Everything went according to plan until round 8 when suddenly RR got a lot of points and seemed very strong. I came back in grand style in round 9 with 4 joint runs, but it was with run 10 that I secured victory with 3 solo victories.

I remember when you started the RR-games and published some kind of official rating list. I think you had to play at least 3 games to get a rating, so now that I've finished my first three RR-games I'm really curious of my rating.

((Yes, I am curious as well as I expect myself to appear as well, although my results are far from the ones you have produced.))

The Hidden — Spring 1902

Austria [The Dragon]

A(Ser) - Gre; A(Alb) s A(Ser) - Gre; A(Vie) - Tri;
A(Tri) - Ser.

England [Wizard of Oz]

A(Wal) H; F(ENG)* s F(NAO) - MAO (r: IRI);
F(NAO) - MAO.

France [The Prince]

F(Bre) s F(MAO) - ENG; F(MAO) - ENG; F(Por)
- MAO: A(Par) - Pic: A(Spa) - Gas.

Germany [The Thinman]

F(Den) - BAL; A(Ber) - Pru; A(Kie) - Den;
A(Mun) - Sil; A(Bel) - Bur; A(Hol) - Ruh.

Italy [The Pirate King]

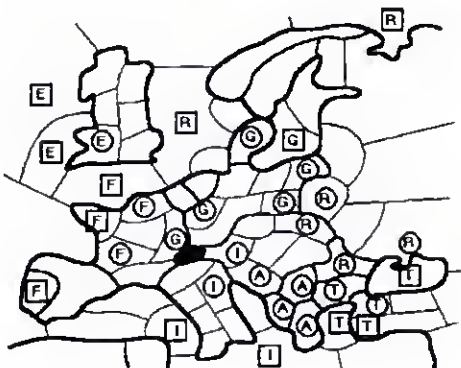
F(Nap) - ION; F(Tun) - TYS; A(Apu) - Ven;
A(Ven) - Tyr.

Russia [Keyser Söze]

F(Nwy) - NTH; F(StP) nc - BAR; A(War) s
A(Ukr) - Gal; A(Ukr) - Gal; A(Rum) s A(Ukr) -
Gal; A(Sev) s A(Rum).

Turkey [Jungfru Maria]

NMR! A(Bul) H; F(Gre) H (r: AEG); F(BLA) H;
F(Smy) H; A(Con) H.



☐ You play in this game!

GM: *Fall 1902* will be the next round; don't forget to include (conditional if you wish) retreats and adjustments. As we had two NMRs I would be much interested to get possible replacement. If you are interested send in standby orders for one of England and/or Turkey.

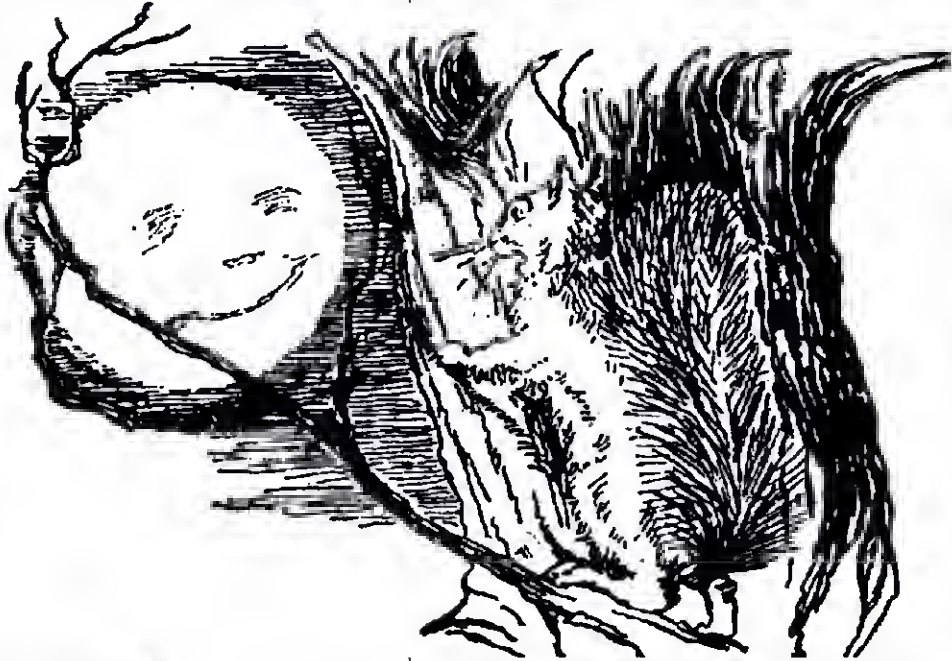
The Hidden - Press (In alphabetic order)

Ger Gov-Fra Gov: My move to Bur was purely precautionary. As you can see my axis of advance is not in your direction. You take care of

steppes for grazing land.

The new adventures of the white puppy

Keyser: The puppy was furious as he was



England, I will take Russia.

Ger-Turk: Make the most of my attack on Russia.

Ger-Aus: My attack on Russia should assist your survival.

Ita Gvt-Aus: Agreement? You've got to be kidding. That was with the previous regime that was sacked due to ineptitude. Now you're dealing with someone who knows what he's doing.

Ita Gvt-Tur: You didn't need that extra fleet. I can handle the Med just fine. Look towards those

prevented from visiting Sweden, due to the alleged quarantine. "Bah, who wants Sweden anyway? Those German Schäfers can go there instead!"

The Poet: Fleet Norway got in from nowhere, stayed in the country for one year and disappeared suddenly through the west window – why couldn't he go through the east? He didn't know! Have a cup of coffee and relax!

Ben-Hur [Faith&Sword] - "Round Eight: Years 680–689"

Toleration edicts: Jews tolerate everyone except I.

Holy Wars: H ⇨ R. Z ⇨ I.

Religious orders

Muslims [I]: Jean-Yves Priou

Qualif India © N	3 India c N ((r.l))
3 Bactriane © Z †	3 Seistan © U †
2 Oman x	2 Arabia x
2 Nefoud © J » Mésopotamia © Z †	

Pelegianists [L]: Jean-Yves

1 Friesland x † ((m,u))

Shamanists [S]: Brad Martin

Sorcerer Carpathia x

10 Greece © O †

Donatists [D]: Brad

No units

Monophysists [H]: Peter Lund

Patriarch Latium c RR	
3 Galicia © RR †	2 Castille © RR †
2 Asturia © RR †	3 Baetica c RR †††
10 Benevent c RR ††	3 Media x
1 Lybia x	2 Cyrenaica x

Orthodox [O]: Peter

5 Latium c R †††††

4 Venetia © R †††

Catholics [R]: Leif-Kjetil Tviberg

Pope Benevent © O †

5 Baetica © H ††	3 Pannonia © O
------------------	----------------

8 Latium c O ††††	1 Venetia c U †
-------------------	-----------------

Nestorianists [N]: Leif-Kjetil

2 Tarim x

Mazedists [Z]: John G Robillard

Armagus Persia x

6 Persia x	4 Arachosia x
------------	---------------

6 Mésopotamia x †	1 Bosphorus
-------------------	-------------

6+2 tried to move to India but this is not possible

Pagans [P]: Ingvar Gräns

Son of Wotan Baltic Countries x

11 Ukraine © SSS † ((Mass conversion))

2 Friesland © L †	2 Ireland © U †
-------------------	-----------------

2 Bohemia © S	3 Ural © Z
---------------	------------

3 Russia x	5 BalticC x
------------	-------------

Military orders

Arabs (4 national sc, 0 occ sc): Jean-Yves

F India H

A Nefoud s BYZ A Mésopotamia H

A Arabia S A Nefoud H

A Oman : Persia

Avars (2, 2): Brad

F Ukraine = Dacia

A Podolia : Baltic Countries

A Poland S A Podolia – Podolia

A Carpathians = Illyria

Byzantines (5, 2): Peter

F Black Sea = Thracia

A Mésia : Illyria

F Cyprus Sea = Oriental Med.

A Cyrenaica = Lybia

A Syria = Palestine

A Mésopotamia = Media

A Arménie S A Mésopotamia – Media

Franks (6, 1): Leif Kjetil

F Armorique = Neustria

A Benevent H

A Pannonia H, S by A Venetia

A Mauretania = Baetica

F Africa S F Tyrrhenian Sea – Ionian Sea

F Tyrrhenian Sea = Ionian Sea

Persians (4, 2): John

A Bosphorus* : Russia (r-OTB)

A Média : Arménie

F Persic Gulf S A Persia – Mésopotamia

A Persia = Mésopotamia

F Arachosia : India

Vikings (6, 0): Ingvar

F Friesland H

F Volga = Russia

F Pomérانيا S A Russia – Baltic Countries

A Russia = BalticCountries

F Caucase S A Ukraine – Bosphorus

A Ukraine = Bosphorus

Explanations:

- © Successfull conversion
- C Failed conversion
- X Priest hold (without conversion)
- † 1 killed priest
- » Exodus of Jews
- = Successfull military attack/move
- : Failed military attack/move
- S/s Successfull/Failed support
- H/h Successfull/Failed hold
- r-X Retreat to X

Religious schisms: None.

Religion	R	P	S	I	Z	O	H	U	A	D	L	M	N	Y	J
Last total	37	42	15	30	26	22	41	7		1	2		4		7
Conversions	-4	+7	-3	+4	-3	-2	+5	-2	+0	+0	-1	+0	-1	+0	+0
New Total	33	49	12	34	23	20	46	5		1	1		3		7
Priests: Before	17	28	10	15	17	9	26		0	0	1	0	2	0	
Dead priests	7	3	1	3	1	8	8		0	0	1	0	0	1	
New priests	6	7	-1	6	-1	4	9		0	0	0	0	0	1	
Priests: After	16	32	8	18	15	5	27		0	0	0	0	2	0	

Remaining Holy Wars: I=2 (0/0), S=2 (0/0), HO=3 (1/0), R=2 (0/0), Z=2 (0/0), P=2 (0/0)

Supply center Status: (bold: Nationalized)

Africa	*FRA*	Hedjaz	ARA
Aquitania	FRA	India	*ARA*
Arménie	BVZ	Latium	FRA
Asir	ARA	Lombardia	FRA
Baltic C.	VIK	Mauritania	FRA
Bosphorus	*VIK*	Mesopot.	PER
Britannia	VIK	Neustria	FRA
Burgundy	FRA	Norway	VIK
Carpath.	AVA	Palestine	BVZ
Castille	FRA	Pannonia	*FRA*
Cilicia	BYZ	Persia	PER
Dacia	AVA	Russia	*VIK*
Denmark	VIK	Saxony	VIK
Drangiane	PER	Sogdiane	PER
Egypt	BYZ	Sweden	VIK
Ethiopia	ARA	Thracia	BYZ
Greece	BYZ	Yemen	ARA

Nationalization:

Baltic Countries, India, Pannonia, Russia.

Adjustments:

Arabs: 4 + 1 (5,0)

Build F Yemen

Avars: 4 - 2 (2,0)

Disband F Dacia, A Illyria ((alphabetical))

Byzantine: 7 - 1 (5,1)

Disband A Arménie

Franks: 7 + 2 (7,2)

Build F Burgundy, A Castille

Persians: 6 - 2 (4,0)

(4 units) No change

Vikings: 6 + 2 (7,1)

Build A Saxony. One short.

Press:

None

Remarks by GM:

After a long time round 8 is finally finished. Hopefully we will be back on the regular schedule, especially if you are early with your orders.

A minor error last time: The Muslims had 15 priests, not 11.

Reminder of phases next turn:

2. Byzan official religion, Ordinations, Toleration, Holy Wars

3. Movement of the Priests and/or the Leaders

4. Martyrs of the Priests

5. Conversions

6. Exodus of the Jews

7. Military movement/conflict

8. Retreats

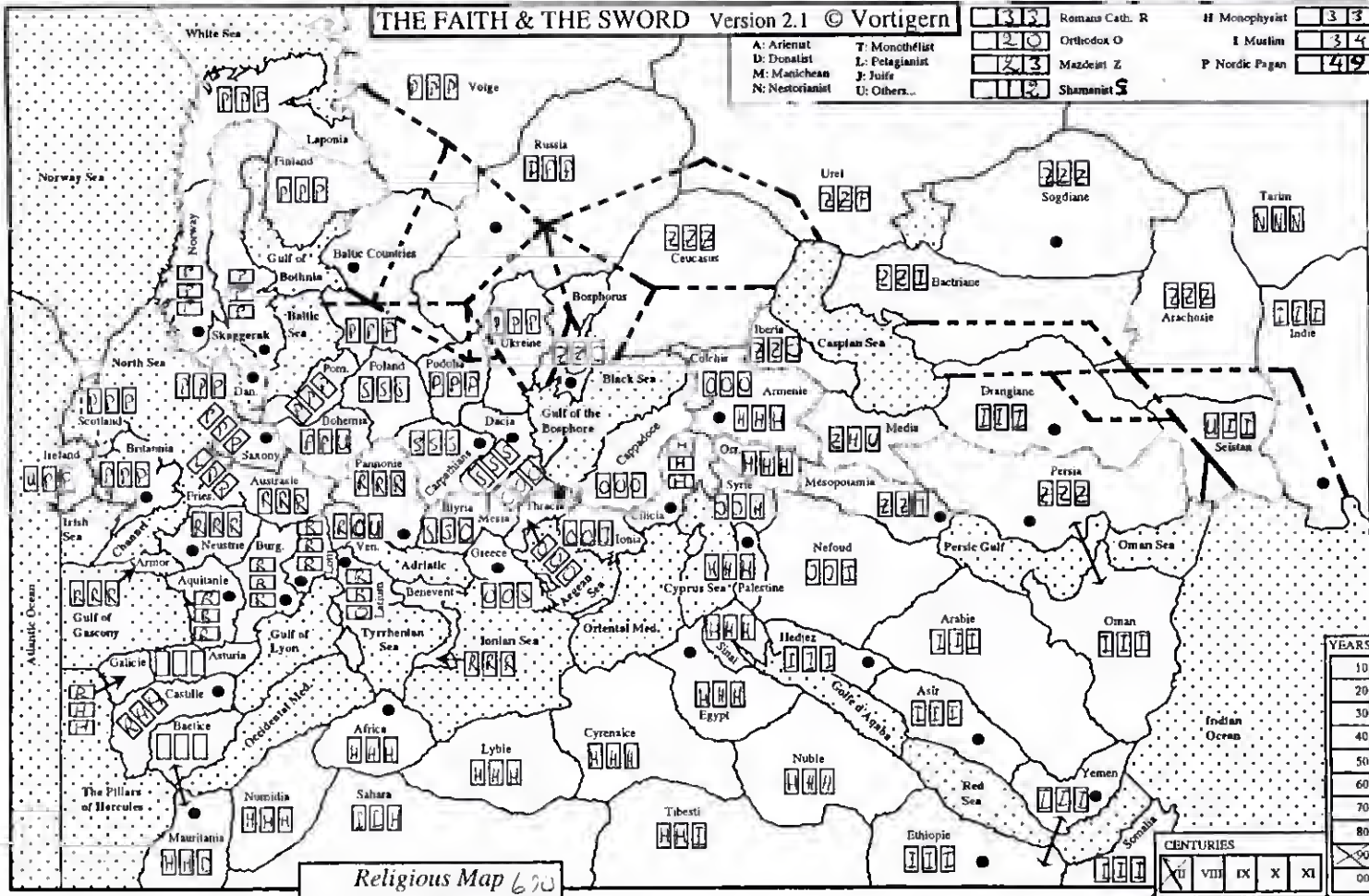
THE FAITH & THE SWORD Version 2.1 © Vortigern

A: Arianist
D: Donatist
M: Manichean
N: Nestorianist
T: Monothelist
L: Pelagianist
J: Jude
U: Others...

33 Romans Cath. R
20 Orthodox O
23 Mazdeist Z
12 Shamanist S

H Monophysist
I Muslim
P Nordic Pagan

33
34
49



BYZANTIN
VIKING



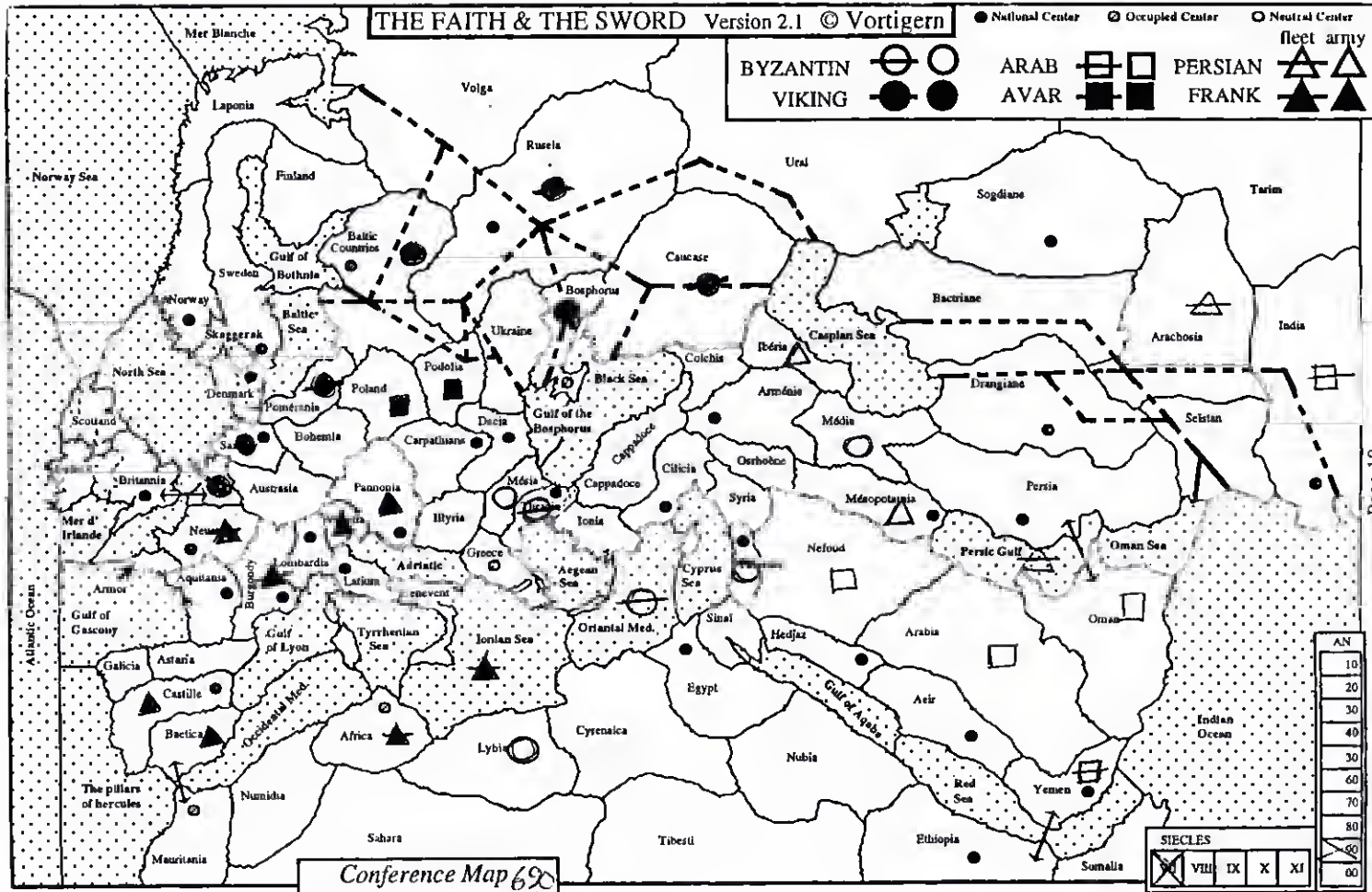
ARAB
AVAR



PERSIAN
FRANK



fleet army



Conference Map 69

AN
10
20
30
40
50
60
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90
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SIECLES
<input checked="" type="checkbox"/> VII
<input type="checkbox"/> VIII
<input type="checkbox"/> IX
<input type="checkbox"/> X
<input type="checkbox"/> XI

World Cup 1998

OK, so I'm getting a little ahead of myself, but if there is to be any prospect of running this game alongside the actual competition then it needs to start soon.

These rules are unashamedly half-inched from Vick's ALOS, who in turn pinched them from Willem Moene's zine 'Je Maintiendrai' and is apparently based upon Allan Parr's excellent United game. There are some changes so players who may have played in the Euro96 game should take the time to read them through. I'm hoping to start this next issue, should the demand be sufficient so, get in early and blagg your favourite team.

1 - The Tournament - The teams are divided into eight groups and the teams in these groups play each other once - scoring 3pts for a win, 1pt for a draw. The top two teams from each group go through to the next round. Ties will be split by whatever method is used in the real competition, the details of which I am at present unaware.

The groups are -

A - Brazil, Morocco, Norway, Scotland
C - Denmark, France, Saudi-Arabia,
E - Belgium, Mexico, Holland, South Korea
G - Colombia, England, Romania, Tunisia

B - Austria, Cameroon, Chile, Italy
D - Bulgaria, Nigeria, Paraguay, Spain
F - Germany, Iran, USA, Yugoslavia
H - Argentina, Croatia, Jamaica, Japan

2 - The Teams - Each team must contain 22 players. They must include at least two goalkeepers (GK), 2 Defenders (DF), 2 Midfielders (MF), 2 Strikers (ST). A squad may also include one or more sweepers (SW). Lists aren't currently available of the World Cup squads so, managers will be able to choose to play whoever they wish. For instance Eric could make a dramatic comeback to lead the French charge. Each player must be given a name and I will endeavour to obtain actual squad lists to help the managers of the more exotic teams. (Just try naming more than one Iranian international).

A GK can only play as a GK. A SW may play as a DF, and vice versa, at the cost of minus 3 skill levels. DF's, MF's and ST's can play in each other's positions at the cost of minus 1 levels.

At the start of the Tournament each team will get a number of points to create their team (See section 14). No more than 75% (rounded down) may be allocated to the 11 players with the highest skill levels.

The cost of a player is equal to his skill level, with every skill level above 6 costing double. i.e. A level 5 player cost 5pts whilst a level 7 player cost 8pts. Dual qualified players are not allowed.

Furthermore it is possible to create Talented Strikers (TST). These forwards who must have a minimum skill level of 8 cost an additional 2pts. They gain the team 1 extra shot in each match they play in the forward area.

To help counteract this, it is possible to create very mean defenders (MDF). These players must have a skill level of at least 7 and cost an additional point. Each one played in the defence area will prevent one TST from gaining an extra shot, if at least 5 hardness is used in the defensive area. If no TST's are present and 5 or more hardness has been used then they will increase the DF level by one.

3 Team Balance - The total skill levels in any one outfield area (Df, Mf, Fw) can never exceed three times that of any other outfield area, unless allowed for as a national characteristic (see Section 14). This balance only applies after all hardness, Gpp's and Wmp's, have been applied (see Section 6)

4 - Match Mechanics - Teams get a number of shots on goal depending on the number of points (levels) allocated to the areas of play. The levels of the individual players in each area are added together and compared with the corresponding opponents area.

When a teams Fw area is higher than the combined opposing Sw and Df areas, the team gets shots equal to the difference.

The team with the highest Mf area gets shots equal to half the difference (round up)

When a teams Df area (ignoring Sw) is greater than the opponents Fw area the team gets shots equal to 1/5th of the difference. 1/3rd if the team is playing a Sw.

To see if a shot results in a goal it is first played against the sweeper. A random number is generated between 1 and the Sw's level +10 is generated. If this is higher than the Sw's level then the shot is played against the GK. This is done by generating a random number between 1 and the GK's level + 4. If this number is higher than the GK's level there is still a 40% chance of the shot being of target and thus not resulting in a goal

Matches are played in two halves (duh!). The number of shots each team gets for each half is the amount stated for the whole match. In the second half this may change as the managers are allowed to change tactics/make substitutions etc. This can be done conditionally. Each player loses a skill level during the second half. The chance of a player getting booked/sent off/injured is halved if he plays only one half.

5 - Substitutes - Up to three substitutes may be used during a match. This can be done at half time or at the beginning of extra-time.

6 - Good performance (Gpp's) and Winning Mood (Wmp's). - Each country gets 30Gpp's to assign to their team during the course of the World Cup. Gpp's can be used up to a maximum of 10 per match. This increases to 12 for the quarter finals, 15 for the semi-finals and 18 in the final.

These points can be assigned to any of the five areas.

When a country has won it's last two matches it gains 1-4 Wmps. These are identical to Gpp's in every aspect, except they must be used in the next match.

7 - Off side trap - A team not playing a sweeper can play an offside trap. This halves the number of shots from an opponents Fw area; but doubles the number from their Mf area. In reaction to an opponents offside trap half the levels of a Sw (round up) are added to the Mf area of the teaming playing against the trap.

8 - Defensive game - A team may elect to play a defensive game. This allows the team to play only one player in the Fw area, and/or allows the Df and/or Mf areas to be up to 4 times greater than the Fw area. In this instance the GK and Sw can never be more than 1/3 (round down) of the highest outfield level.

9 - Hardness - Teams may choose to play a hard and rough game, but in doing so there is an increased risk of injury and disciplinary effects. A country may play any hardness rate between their minimal hardness and 10(12 in the quarter and semi-finals, 15 in the final) inclusive. Hardness can be distributed between areas Gk, Sw, Df, Mf and Fw.

10 - Effects of Hardness - For each player including the GK, there is a chance of being booked or sent off. These chances are $4 \cdot (2+H)/(OH/10)\%$ for bookings and $(2+H)\%$ for sendings off. Where H is your hardness, OH your opponents. The GK's chance is halved unless hardness was used on the GK's area. Players are sent off at a random time and are considered effective until then. A GK sent off will need to be replaced by a substitute GK or an outfield player who will perform at Skill Factor 0. A player sent off, or who collects two bookings will be suspended for the next match.

0000

11 - Penalties - There is a chance of 12% of conceding a penalty for every individual hardness point used by your team. If hardness 0 was used the chance is 6%. Each team must nominate a penalty taker. The chance of the penalty being scored is $((4 \cdot \text{Skill of taker} - \text{Skill of GK}) + 30)\%$

12 - Injuries - Players in both teams in a match have a chance of being injured. The chance per player is $((H + (3 \cdot OH))/4 + 3)\%$. The injury level sustained will be between 1 and 12 as follows -

Injury Level -	1	2	3	4	5	6	7	8	9	10	11	12
%Chance	25	20	16	12	10	6	4	3	2	1	.5	.5

Players with injuries may continue to play but their skill is reduced by the level of their injury. For each match an injured player rests his injury level will be reduced by 2

13 - Penalty Shoot outs - During the knockout stages, it may be necessary to decide a tie by using a penalty shoot out. Each country has a penalty stress factor. For each penalty a random number between 1 and 20 is generated. When this number is greater than the stress factor the penalty is missed!

14 - Selecting a country - Each player may bid Gpp's to become manager of a country. The Gpp's bid are deducted from the total available to that country at the start of the game. Ties will be decided on a first come first served basis. You may not bid more than 30 Gpp's for a single country. The countries are - (Starting skill levels; Minimum Hardness; Max Skill per player; Stress factor; Special ability) shown below.

Brazil	(153:01:11:18)	Free kick specialists = free penalty for every yellow/red card awarded against the opposition if a Fw of 10+ playing.
Morocco	(140:01:08:13)	Fw area may only be 2.5 x smallest outfield. Defence may be 3.5 x
Norway	(144:02:08:13)	+2 Gpp's against England
Scotland	(143:03:08:14)	May use GK Lv=9. +2Gpp's for every point of hardness over 3 used against England. Miss 50% in first game.
Austria	(140:02:08:13)	Free Gpp for each point of hardness used over 2.
Cameroon	(143:01:08:12)	Winning Mood Gpp's awarded if last game won.
Chile	(146:01:08:14)	May have two Strikers of Lv=10.
Italy	(150:01:11:17)	Loose no levels for first man sent off: Miss 50%
Denmark	(147:02:10:16)	Good keeper. If GK Lv=10 he may save additional 20%.
France	(150:01:11:17)	Home field advantage +5Gpp's per game.
Saudi-Arabia	(141:01:09:14)	Dark horse +5Gpp's in any of first three games.
South Africa	(138:02:08:14)	+2Gpp's against any African nation.
Bulgaria	(145:03:09:14)	If 5+ hardness used in defence added 3 levels.
Nigeria	(142:01:09:12)	Attacking flair - Fw area may be 3.5 times smallest outfield.
Paraguay	(139:01:08:12)	Good keeper. If Goalie Lv=10 may save an additional 10%
Spain	(147:01:10:15)	Winning Mood Gpp's are doubled.
Belgium	(141:02:08:14)	Winning Mood Gpp's are doubled.
Mexico	(146:01:10:16)	+5 Gpp's against Non-European teams, - 5 Gpp's against Europeans.
Holland	(152:01:11:18)	+2Gpp's for each point of hardness over 1 used against England or Germany.
South Korea	(139:01:08:15)	Fast Midfield. 2 Shots per midfield point if playing against off side.
Germany	(152:01:10:19)	Sweeper gains two levels.
Iran	(137:01:08:13)	Dark Horse +5Gpp's in any of first three games.
USA	(137:01:08:14)	Winning Mood points are x 1.5
Yugoslavia	(146:02:09:15)	Winning Mood points are x 1.5
Colombia	(143:02:09:15)	May use 1 Mf of Skill Lv=11.
England	(150:02:10:18)	May use 1 Gk and 1 St of Skill level = 11
Romania	(145:03:09:16)	May use 1 Mf of Skill Lv=12.
Tunisia	(137:02:08:11)	Dark Horse +2Gpp's in any of first three games.
Argentina	(149:03:10:16)	Fw area may be x 3.5 other outfield area.
Croatia	(147:02:10:17)	Winning Mood points are doubled.
Jamaica	(139:02:09:13)	Crowd pleasers. +2Gpp's in any game not against France.
Japan	(134:01:07:13)	Team spirit. +1Gpp per game.

15 - Final Rule - The GM reserves the right to change these in any way he sees fit, in the interests of fair play. He also reserves the right to include Owen in the England squad should the manager fail to do so.

16 - Game start - OK, so 32 entries is quite a lot to ask for but we will see how it goes. To join in just send me your bids for the countries you would like to play. They can of course be conditional but I will allocate the countries in the order listed above so, bear that in mind. You may of course bid for as many countries as you want. Ties will be settled on a first come first served basis.

Unallocated squads will be operated by yours truly, with the aid of a couple of dice. I'll try my best not to make them walk overs but I would obviously prefer to find players for all of them.

17 - Bleatings - Please feel free to violently disagree with my squad ratings etc. I won't promise to do anything other than completely ignore you; but hey! You never know your luck.

Newsletter #4 ON World DipCon VIII

***DixieCon XII
Chapel Hill, North Carolina
May 22-24, 1998***

The Carolina Amateur Diplomats will again host World Dipcon in Chapel Hill, North Carolina, in conjunction with the regional gaming convention DixieCon. World DipCon is the World Diplomacy Championships, a yearly tournament which rotates around the world. DixieCon was the World DipCon site in 1990, when the event drew the largest field of Diplomacy players in North America since 1983. It also hosted the North American Championships in 1994. This year's event promises to be another outstanding Diplomacy tournament as participants from around North America and beyond travel to Dixie for the chance to become the 1998 World Diplomacy Champion.

This is the fourth in a series of Newsletters intended to keep Dipdom informed of the latest news about the 1998 World Dipcon event. If you are a publisher or webmaster, please circulate the info. If you are a prospective attendee, please send in the attached registration form. If you have opinions or input regarding any aspect of the event, please submit such items to David for inclusion in the next edition.

Below is a list of DixieCon/World DipCon/DipCon staff members, and the functions they are likely to perform. Early registrants will receive future DipCon Newsletters as they are published, with information such as tournament schedules, expected participants, scoring systems, travel aids, and other news on the upcoming event. **Contact David Hood now to put your name on that mailing list.**

Tournament Staff

DipCon Committee

David Hood
Michael Lowrey
Dan Mathias

Chairman and Tournament Director
Vice-Chairman and Assistant GM
1830 GM and Assistant Diplomacy GM

DixieCon XII Committee

Steve Nicewarner
Steve Koehler
Hal Hood
Steve Cooley
Manus Hand
Larry Peery
Jim Burgess
Jamie McQuinn
Per Westling

Chairman and Non-Diplomacy Events Director
Diplomacy Variant Events GM
Miniatures Events Coordinator
Publicity/West Coast
Publicity/Email
Publicity/International
Publicity/Northeast
Publicity/Midwest and Website operator
World DipCon Liaison and Special Assistant

Don't Miss This Exciting Event!

Contact David Hood at 2905 20th Street NE, Hickory, NC, 28601
david_hood@W3link.com

Our website: <http://people.delphi.com/jmcquinn.wdc8.htm>

•**Tournament Highlights:** The Diplomacy event is a best two-out-of-four affair, with rounds on Friday night, two on Saturday, and one on Sunday. There is also a team event, as described below. There are no time limits on the games except for the Sunday round, which ends sometime between 4:00 and 6:00. Draws need not include all survivors, but must be approved unanimously by secret vote. Players will have to sign up for a round the night before, the morning before a night round, or in advance for Round One. There are also tournaments in games like Titan, History of the World, Advanced Civilization, 1830, RoboRally, Acquire, Magic and the like that will be played throughout the weekend. Prizes for the various tournaments will consist of merchandise certificates, games, plaques, trophies and ribbons.

•**What will be the scoring system?** There is hardly any topic which can generate more disagreement among Diplomacy players than the issue of a tournament scoring system. Often, the partisans for or against a certain system cannot even conceive of the reasoning behind a system or tournament structure that is alien to them. Most U.S. players, for example, react in horror when told of European systems which stop after a certain game-year rather than concluding the game along the line of a win or stalemate. Many Europeans wonder how a tournament can be efficiently run that does not have time limits on the rounds. Some players want to award nothing much in the way of points to those who do not win the game, while others think it is bizarre to differentiate so little between a 1-center member of a five-way draw and a 16-center second place finisher. (Still others will argue with you until you are both blue in the face about which of those finishes should get more points.)

Suffice it to say that whatever system is used at a World Dipcon, it is not going to be universally popular. Even among the North American hobby alone it is impossible to assert a system that will fully satisfy even a majority of Dipcon attendees. That much having been said, Dixiecon has used many different scoring systems over the years in keeping with its overall philosophy that wins should be favored, but so should bettering one's position, both by supply center count and by relative size to others on the board. The system below is close to those used at past Dixiecon events, and will be reasonably familiar to those who have played much tournament Diplomacy in North America in the past decade. If you find it strange, just remember that others probably find yours strange too. There is simply no consensus on this issue. The trick is to try to enjoy the game in whatever context it is played, and that while in Rome you should do as the Romans do so that when they come to your city you can expect them to do the same without vehement criticism and opposition:

Win	270	Plus, you get 4 centers per supply center.
2nd	70	Draws share the point totals for the number of places involved, such
3rd	50	that a 2way = 170, a 3way = 130, a 4way = 106, 5 way = 88.8, etc.
4th	34	
5th	20	If you care how much 6th and 7th places give you, don't.

•**Team Event:** The team tournament will be held in conjunction with Round Two. This time we will have teams of three players each, with the team score as the average of all three players' results. Teams should be formed around zines, clubs, friendships, nations or states, mutual admiration, or any other basis. Competition for the best players will be fierce - so start putting teams together now!

•**Who all is coming?** Here are some of those who have said to advertise they were, or were probably, coming: Michael McCabe, Melinda Holley, Manus Hand, Bruce Reiff, Don Williams, Pitt Crandemire, Simon Szykman, Jim O'Kelley, Per Westling, Mark Fassio, Tom Nash, Buz Eddy, Edi Birsan, and most of the folks on the tournament staff list. We also have a **Dipdom's Most Wanted List** for famous (or infamous) Hobbyists whom we would absolutely love to see - help us convince the following to do the right thing: Doug Kent, Jim Burgess, Ken Peet, Eric Brosius, Andy York, Paul Milewski, Thomas Franke, Bruno-Andre Giraudon, Iain Bowen, Gary Behnen, John Caruso, Vince Lutterbie, Jack McHugh, Brad Wilson, and Pete Sullivan.

DIPCON XXXI

This four-round tournament features the best Diplomacy players in the world. In addition to the showcase tournament, there will also be events in variant Diplomacy, Titan, Advanced Civilization, rail games, miniatures, and others. Please send the form below ASAP if you are interested in attending. A booklet with more specific information will go out to all preregistrants in late April.

The first official round will begin at 6:00 p.m. on Friday evening, with unofficial gaming to take place on Thursday night and Friday. Rooms are available for rent on Friday and/or Saturday night at the rate of \$30 per room. A limited number of rooms are available for Thursday and Sunday nights as well. The rooms are air-conditioned, and feature free linen service (though you should bring a blanket yourself.) Please indicate on the form whether you want a room to yourself, or if you would rather share with someone. Also indicate if you have a roommate already lined up. Please mark the events you are interested in, though you can make changes once you get here.

Free shuttle service will be available to those who fly into Raleigh-Durham International Airport, or to those who take Amtrak to either Raleigh or Greensboro. Please get in touch with David Hood if you need assistance with your travel plans.

DIPCON/WORLD DIPCON REGISTRATION

Name: _____

Address: _____

Phone: _____

Fees Enclosed: \$15/night for a double room _____

Checks payable to David Hood \$30/night for a single room _____

Overseas people send no money \$15 for registration fee _____

Events: Diplomacy __ Variant Dip __ Roborally __

1830 __ Titan __ HWD __ Acquire __

Miniatures __ Adv. Civilization __

Team Dip (list 3-man team) _____

Please send to: David Hood, 2905 20th Street NE, Hickory NC 28601

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